

**DRAW&CREATE** COMPANION SET:

presented by TATSU MAKI

# STEP BY STEP

DRAWING  
COURSES  
for CHIBI  
MANGA FIGURE

BOOK

1



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## Essential Basics

DRAW&CREATE: COMPANION SET

# STEPBYSTEP

DRAWING COURSES for CHIBI MANGA FIGURE



# ESSENTIAL BASICS

presented by  
Tatsu Maki







## **STEP BY STEP 1: Essential Basics** © Tan Tjia Lung (Tatsu Maki) 2014

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*For **Mom** and **Jeny** nee-chan: The road's never been easy, but you're always there with your love and supports. Love you both. Always.*

*Special Thanks to my students **Henry Tatzuya**, **Michelle Nouvelle** & **Jovian Dharmawan**: for their love and friendships. I've found countless learning experience during my interactions with them that has encouraged me till today.*

# Let's Practice Together! (a.k.a Foreword)

Hello and welcome to Step by Step: Essential Basics, a beginner's how-to-draw-manga that's designed for fast learning so newcomer could figure out quickly by just doing the exercises.

In this first volume we'll focus on the methods for drawing chibi head, face and body in various essential point of views (front, behind, 3/4, profile, upper and lower view) while also learn how to distinguish the visual appearances between male and female characters; all are shown in highly detailed steps through entire eight courses.

Although the amount of course may not seems much, there are many to learn from every steps. Because of that, you're encouraged to practice them over and over. Try some variations like a new hairstyle or costume when repeating so you won't be easily bored until you've mastered them all.

Have fun practicing! I wish you the best learning experience!

October 2014,  
Tatsu Maki

## What is ChiBi?

The term 'Chibi' is the acronym for 'Child Body'. It is used for a drawing style where the figures are drawn with deformed anatomy proportion. They have a big head while their body are small, almost like children's. Usually we draw them this way for a cuter or friendlier effect.



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CONSTRUCTION: Use thin lines.

BUILDING THE FINAL SHAPE: Use strong lines.

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CONSTRUCTION: Use light lines.

BUILDING THE FINAL SHAPE: Use strong lines.

## RECYCLING

## About the Author

# **COURSE #1: SCHOOLBOY**





The first exercise meant to show you how to:

- Establish the anatomy proportion of a chibi figure.
- Construct the head and face (front view).
- Draw hair with overlapping strands.
- Build a figure in standing posture.
- Construct simple arm gestures.
- Add simple outfit and apparels.
- Utilize simple shadows to enhance your final render.

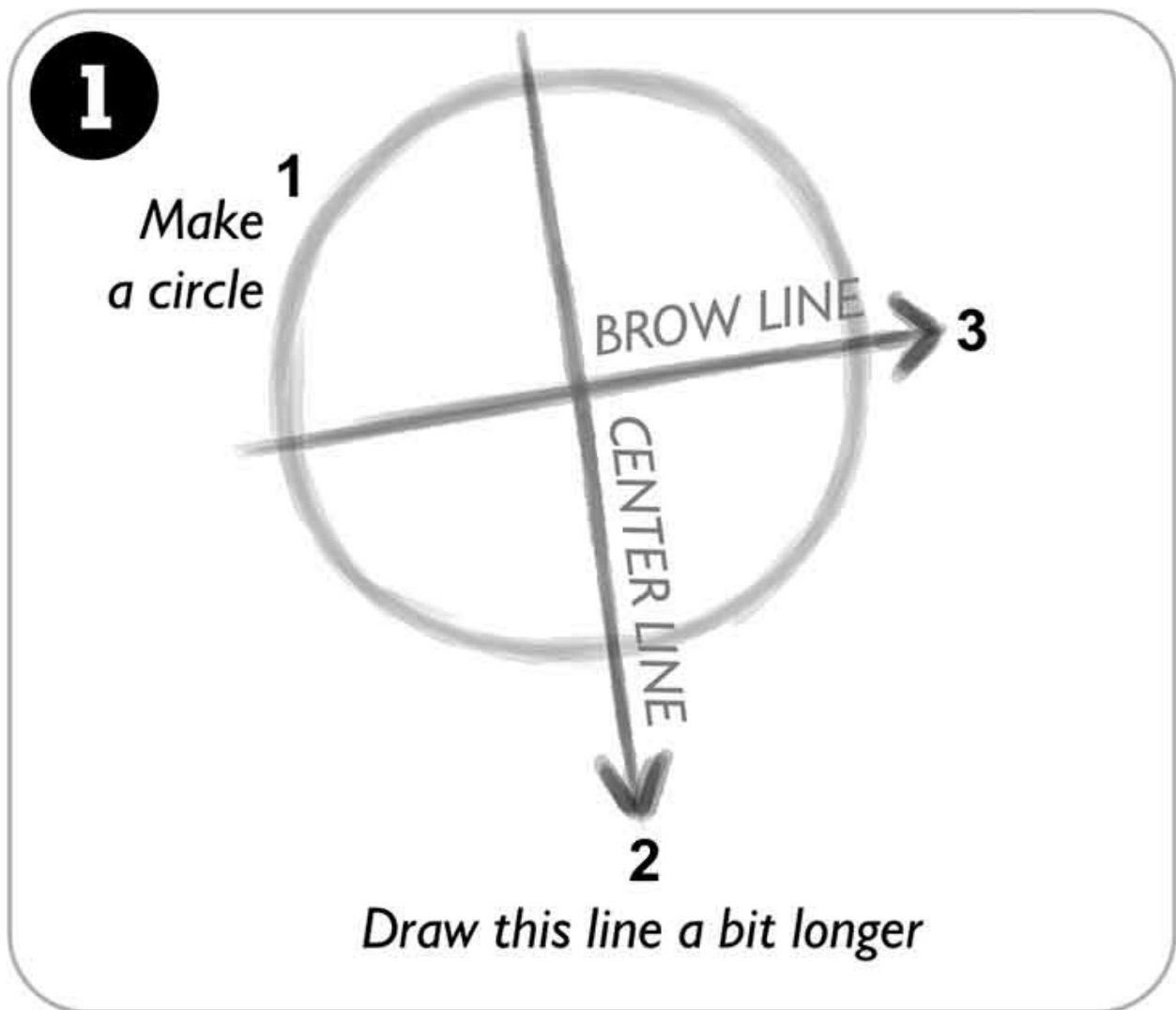


LET'S  
START FROM  
THE EASIEST  
CHALLENGE  
FIRST!

FOLLOW  
EVERY  
INSTRUCTIONS  
WITH  
CARE!

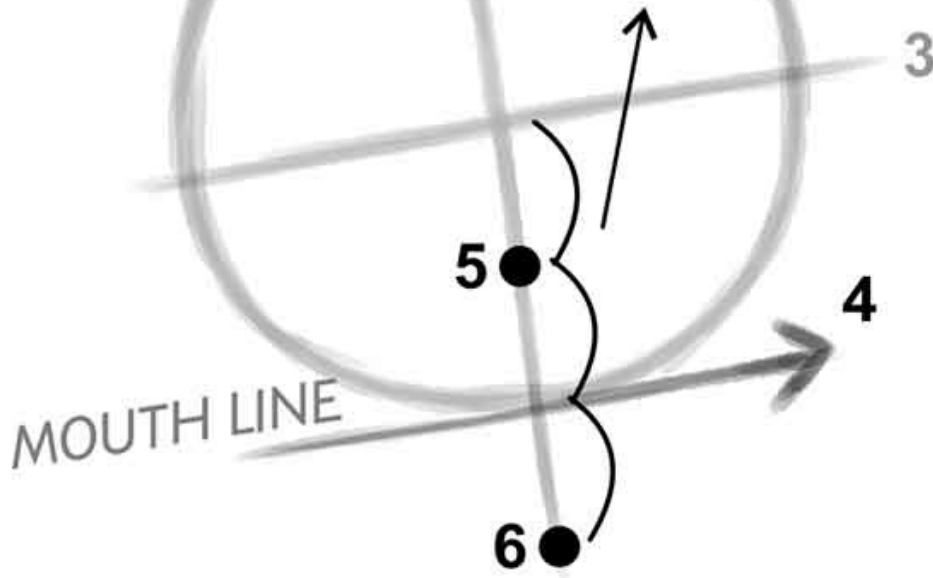
# CONSTRUCTION

Construction makes drawing simple and easy. Always start from simple forms. From these forms, we will build other details. Make their lines thin since we will erase them later. Copying now will get you to understand the method, so you will be able to create your own later.



**2**

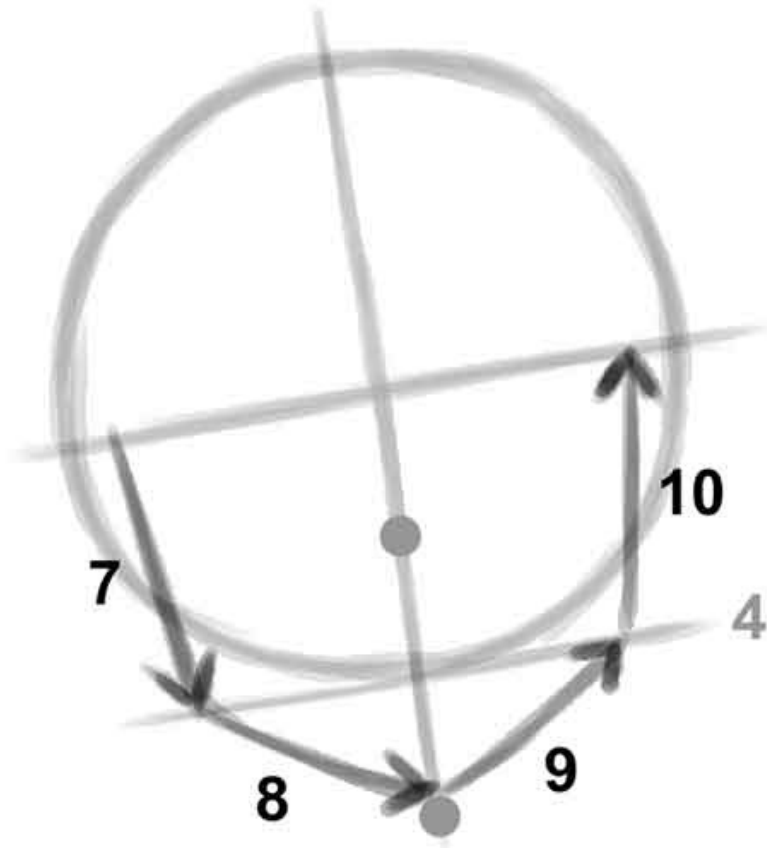
*Divide the height  
between brow line  
and mouth line equally.*



*Put the mouth line right  
at the bottom of the circle.*

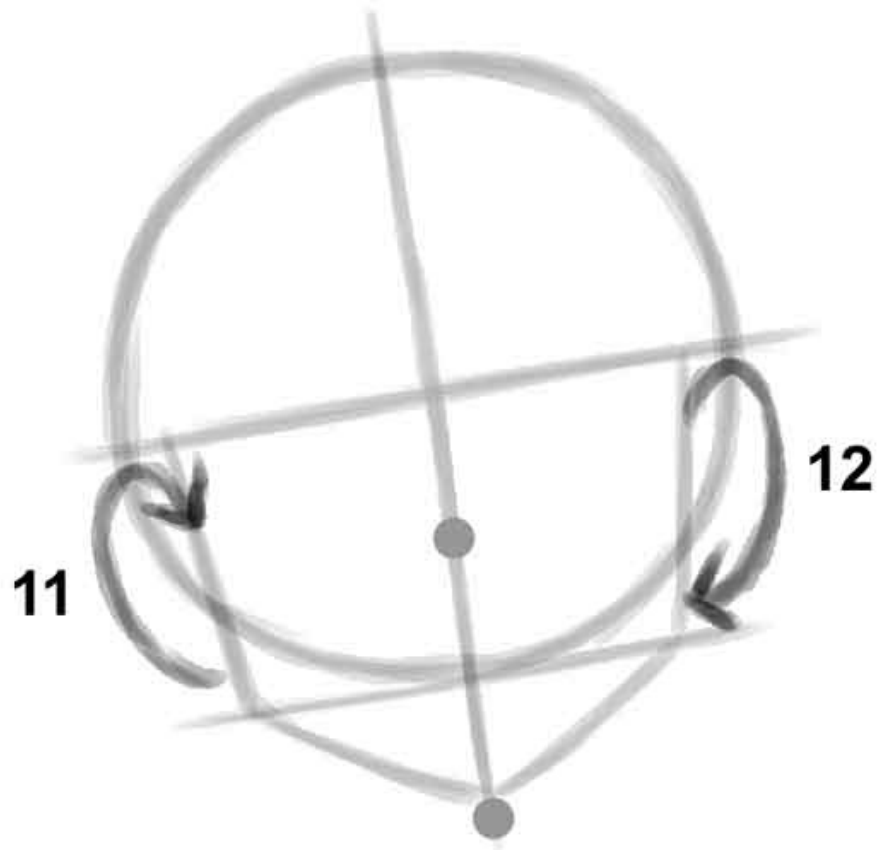


**3**



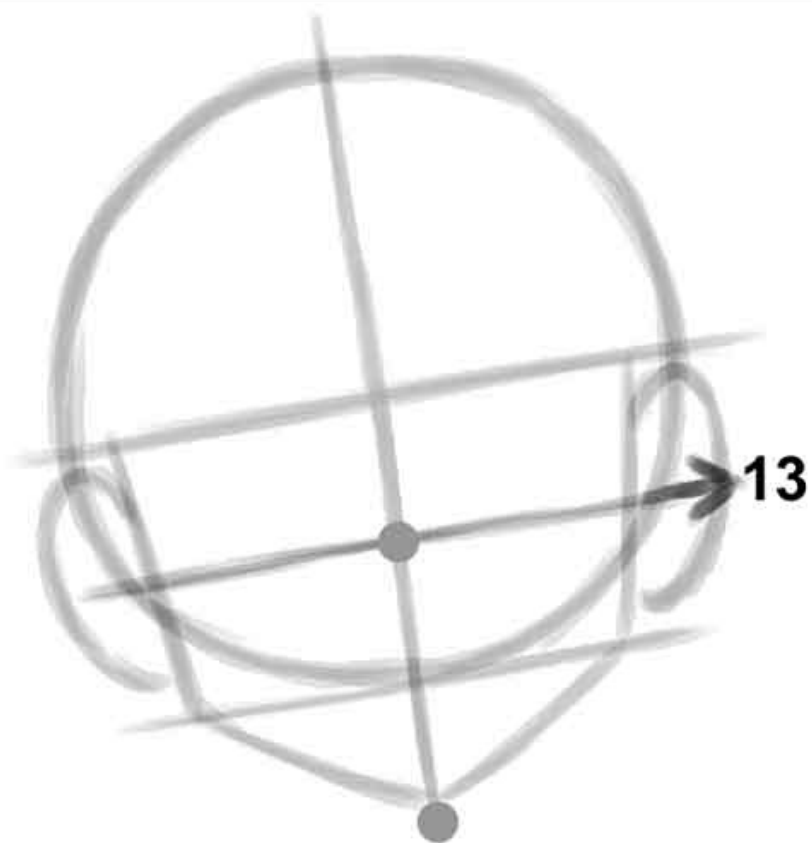
Draw the face.

**4**



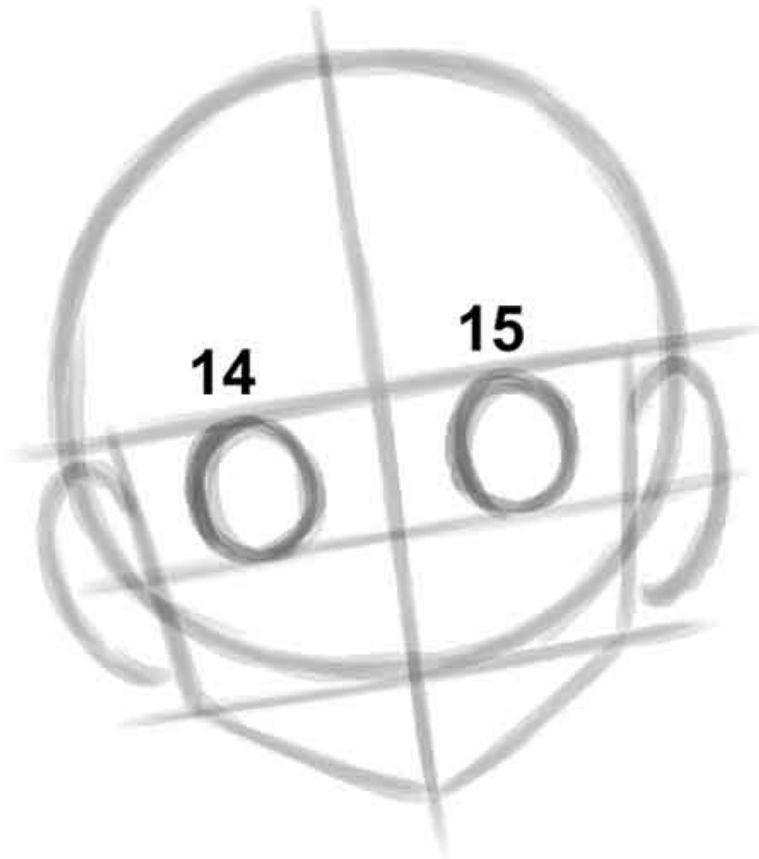
Attach the ears

**5**



Put a boundary line to determine the maximum area for the eyes.

**6**



Draw two circles as a simple representative for the eyeballs.

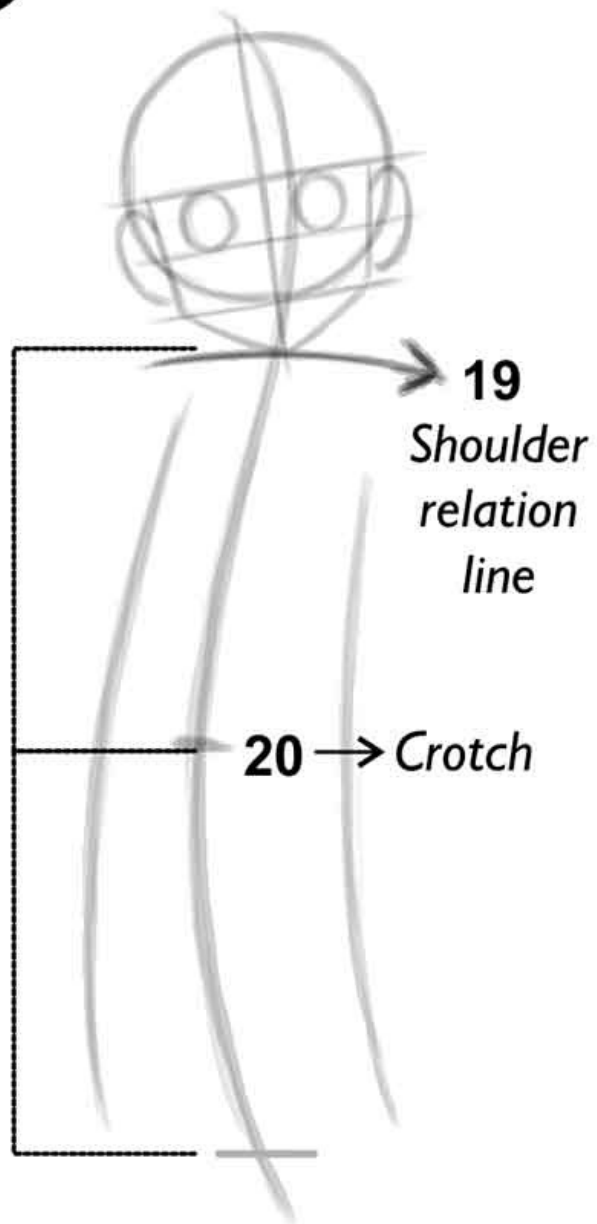


**7**



The center body line is about  $2\frac{1}{2}$  head (total character height are  $3\frac{1}{2}$  head).

**8**



Now divide the body  
equally to find the crotch.

**9**



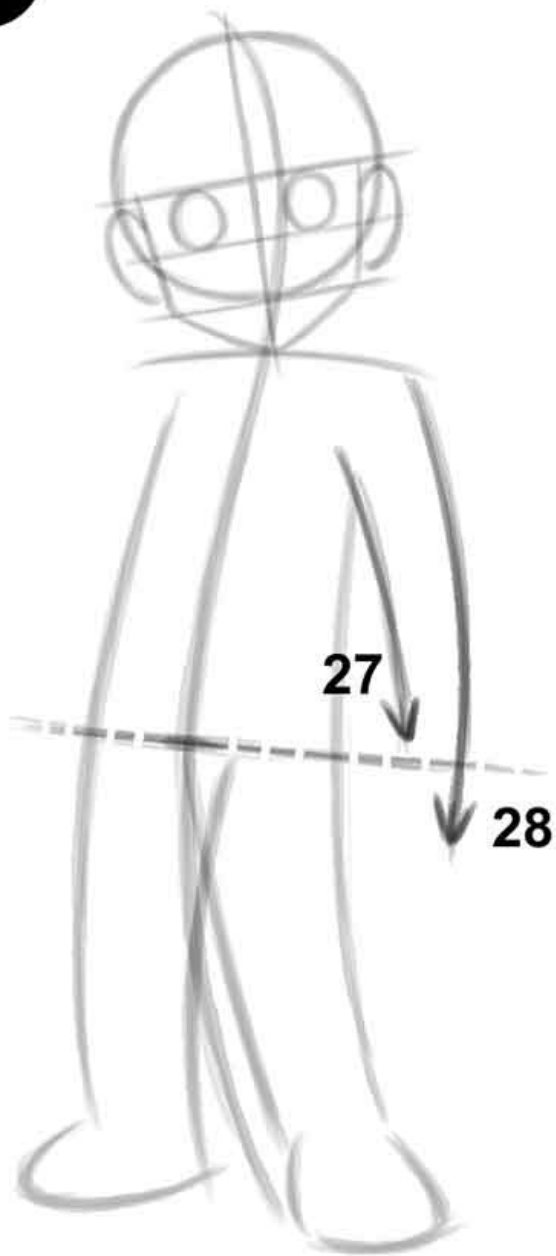
Begin constructing the  
right leg and foot.

**10**



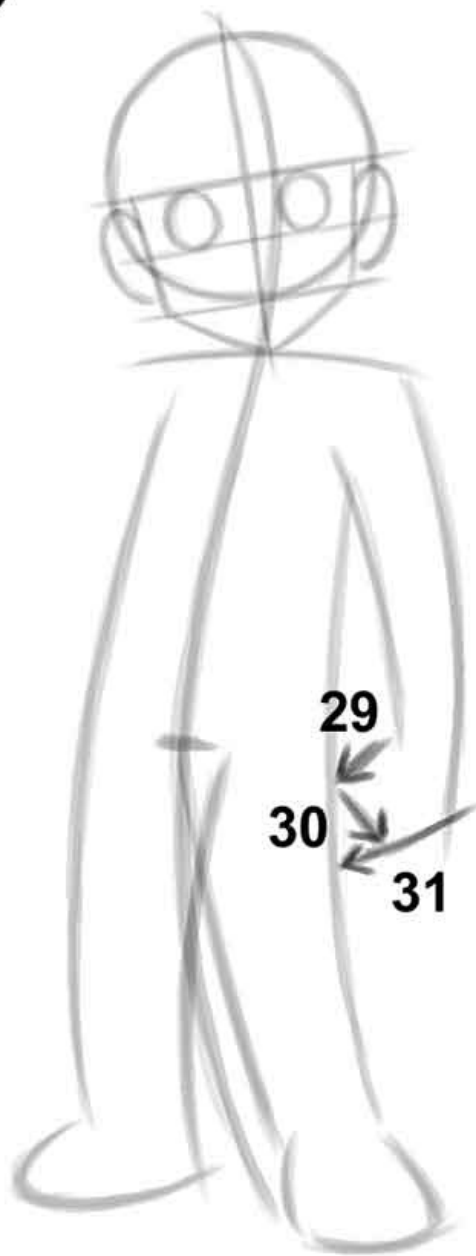
Then the right leg and foot.

**11**



Two strokes for the left arm.  
The wrist are parallel with  
the crotch position.

**12**



Add a knuckle to the left arm  
using several simple strokes.

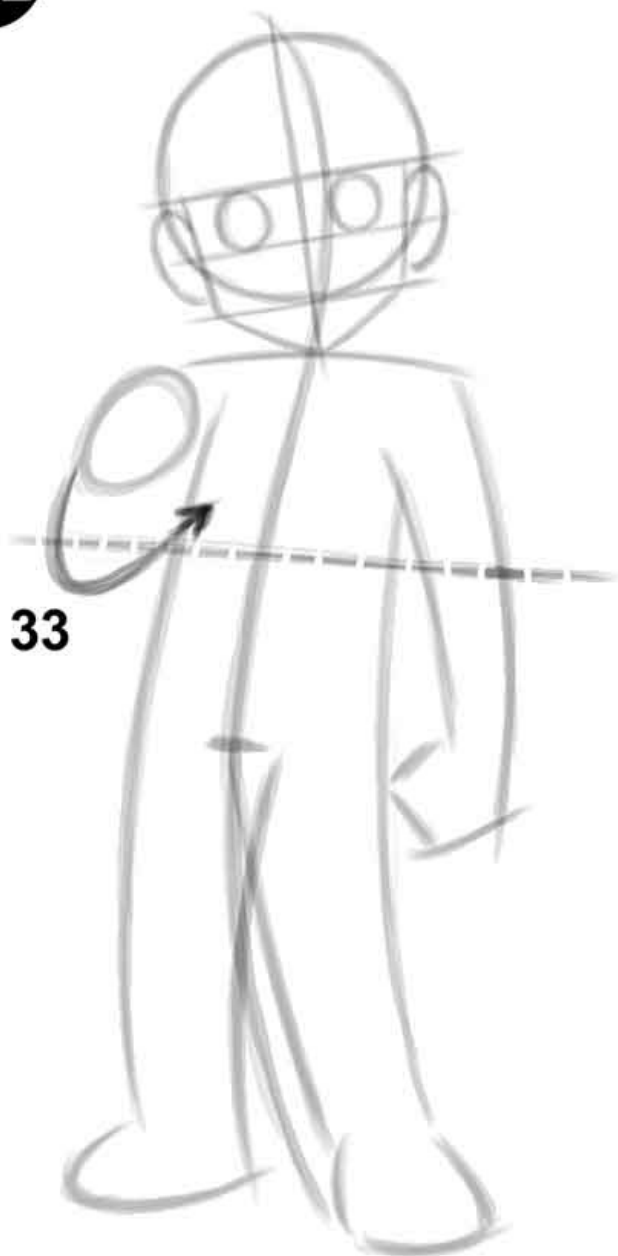
**13**

**32**



Draw an oval for  
the right arm's knuckle.

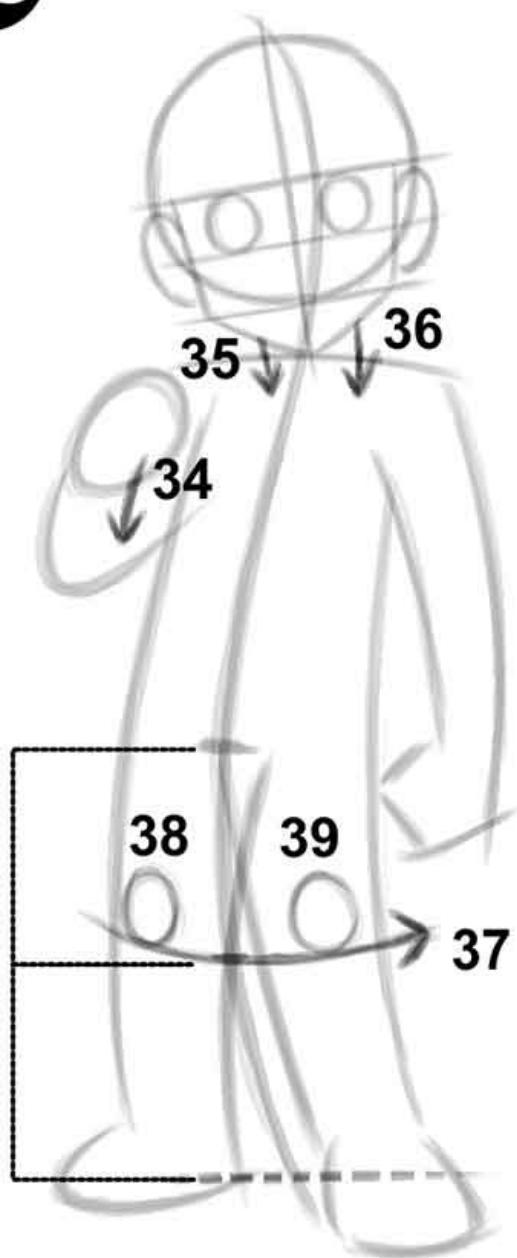
**14**



Draw the right forearm. Its length is about half the distance from shoulder to wrist.

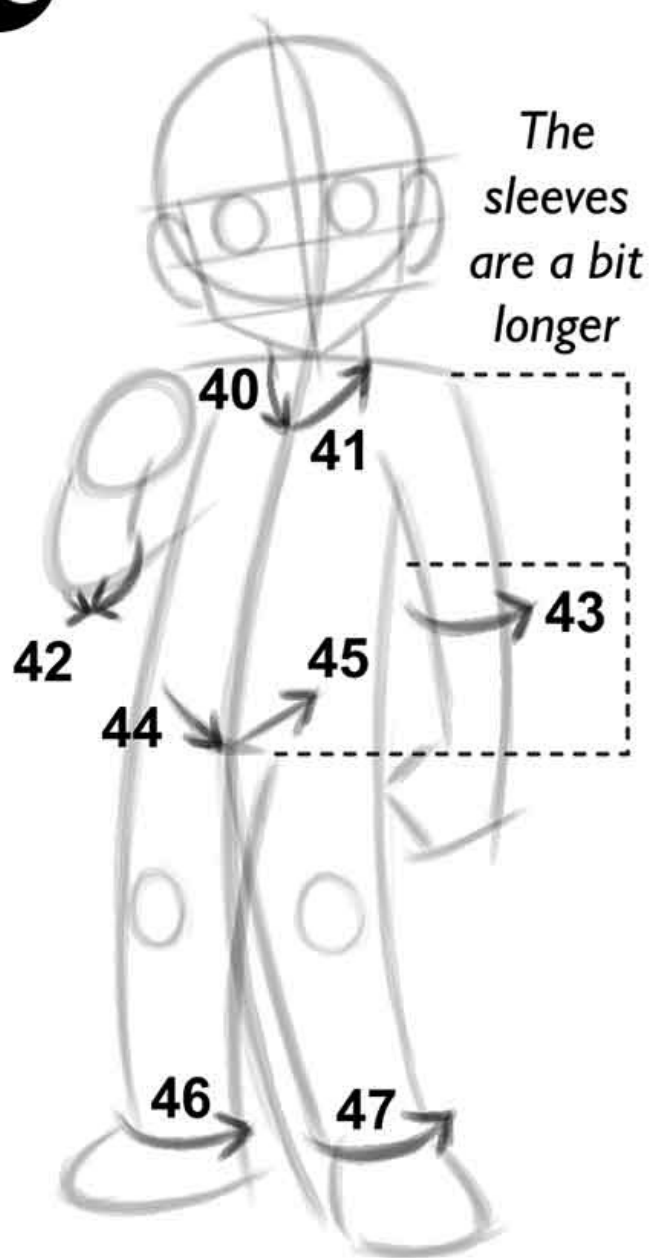


**15**



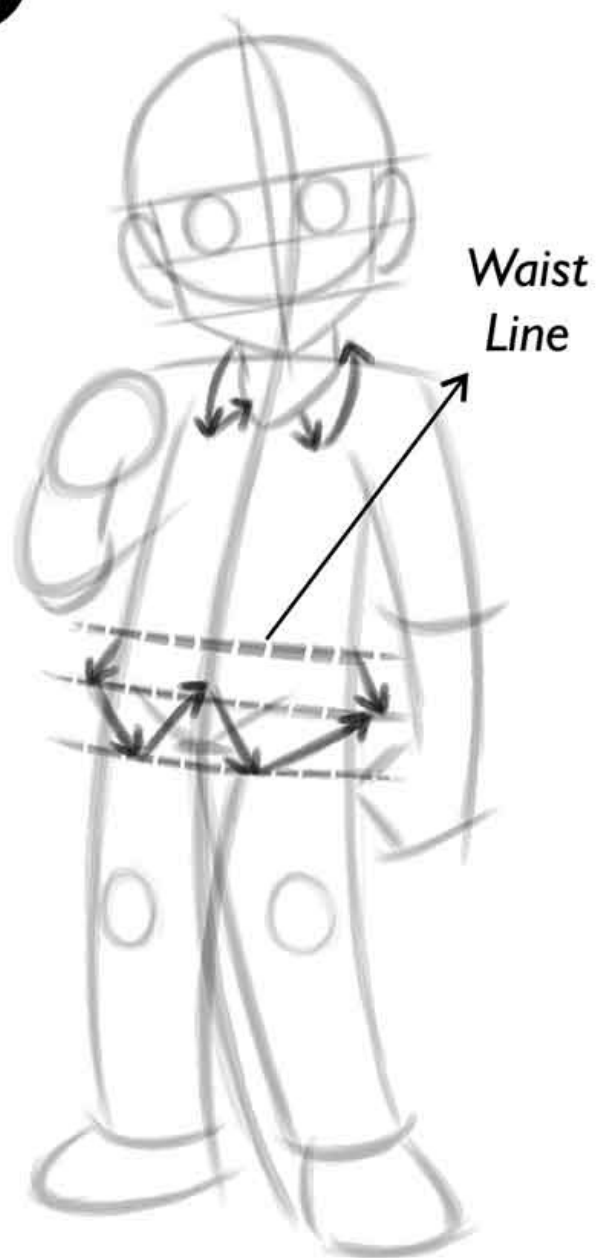
Divide the leg's length equally  
to find the bottom position  
for the knee bones.

**16**



Now we'll construct the clothing using several simple strokes.

**17**



Add several more strokes  
to form the clothes.

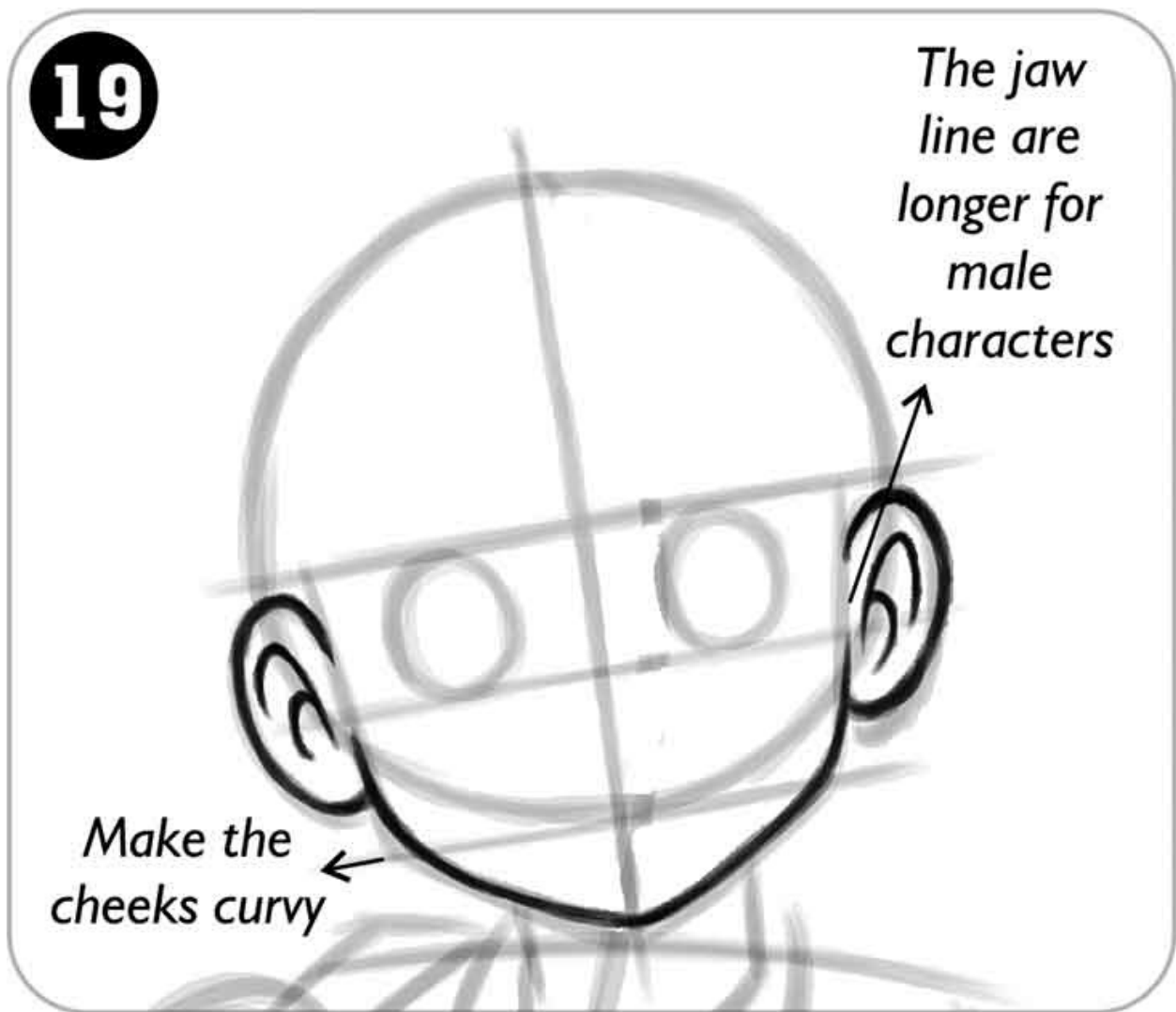
**18**



Draw some more lines  
for the backpack. The  
sketch is now finished.

## BUILDING THE FINAL SHAPE

Now is the time to build the details. By developing all sorts of shapes out of simpler ones and defining their outlines, we're solidifying their appearance. Without some constructive guidance, these would be too taxing to draw. Use stronger, heavier lines over the light ones for the final shape.

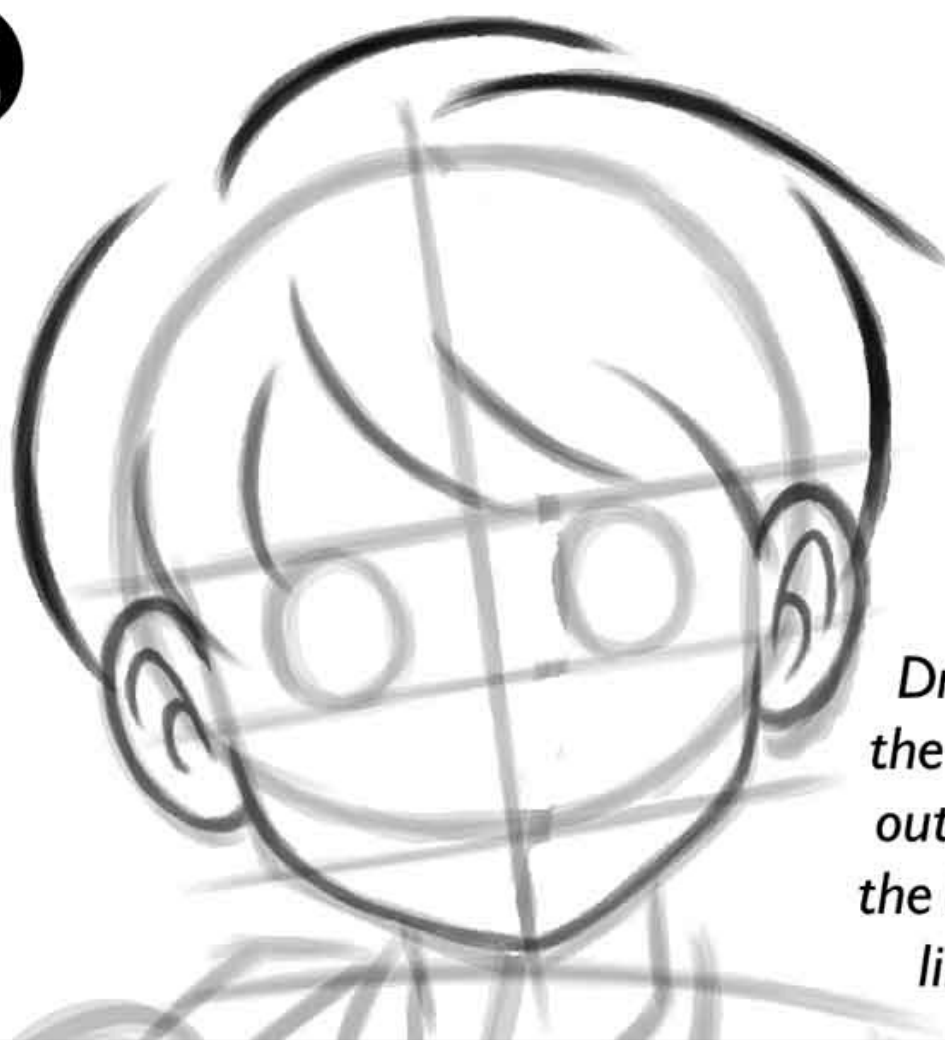


**20**

Several simple strokes for hair bangs



**21**



*Draw  
the hair  
outside  
the head  
line*

22



Create  
spiky  
shapes

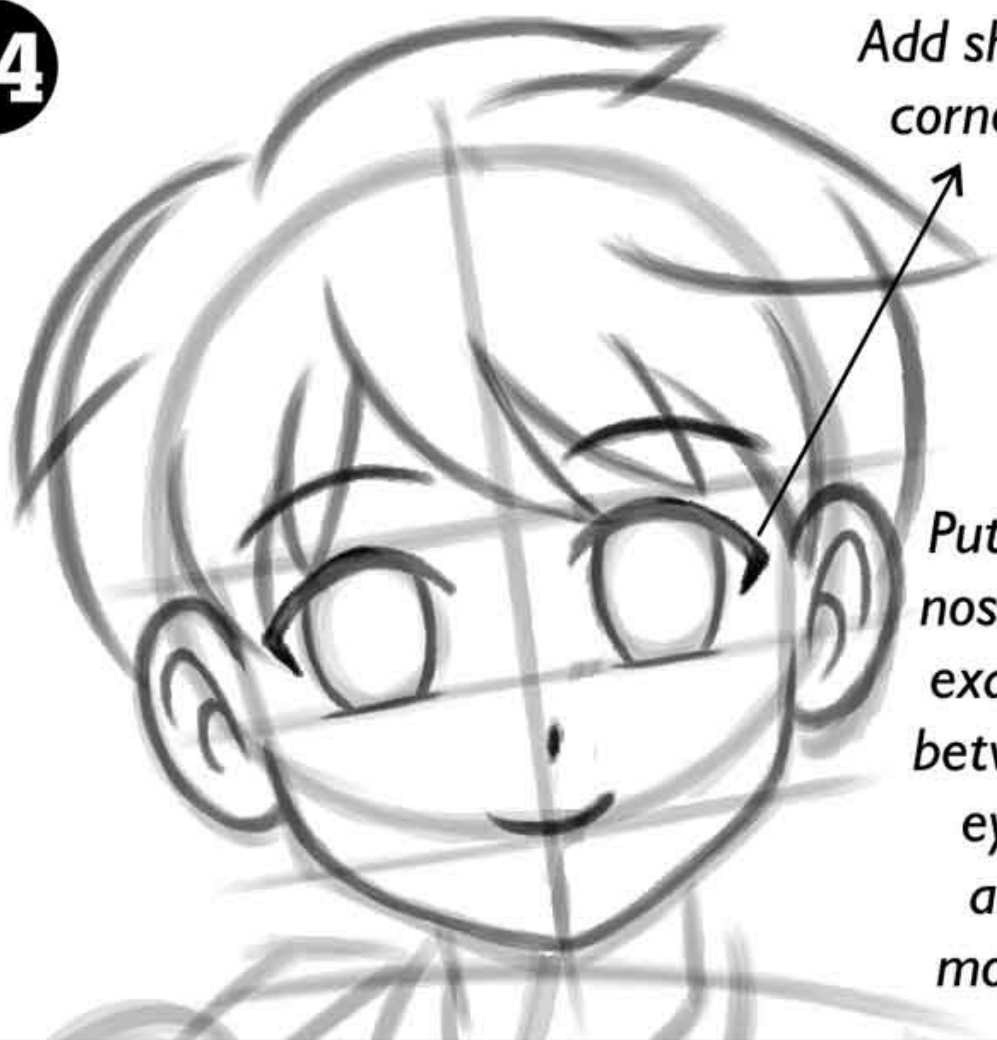


23



**24**

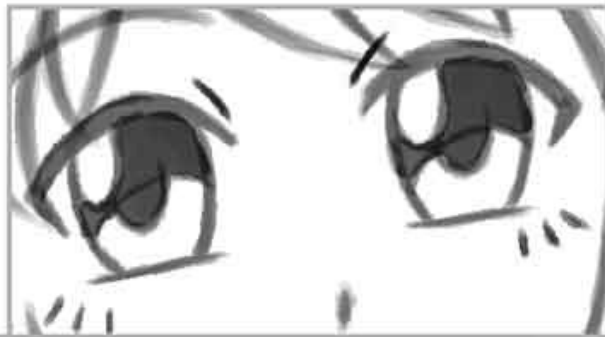
Add sharp  
corners



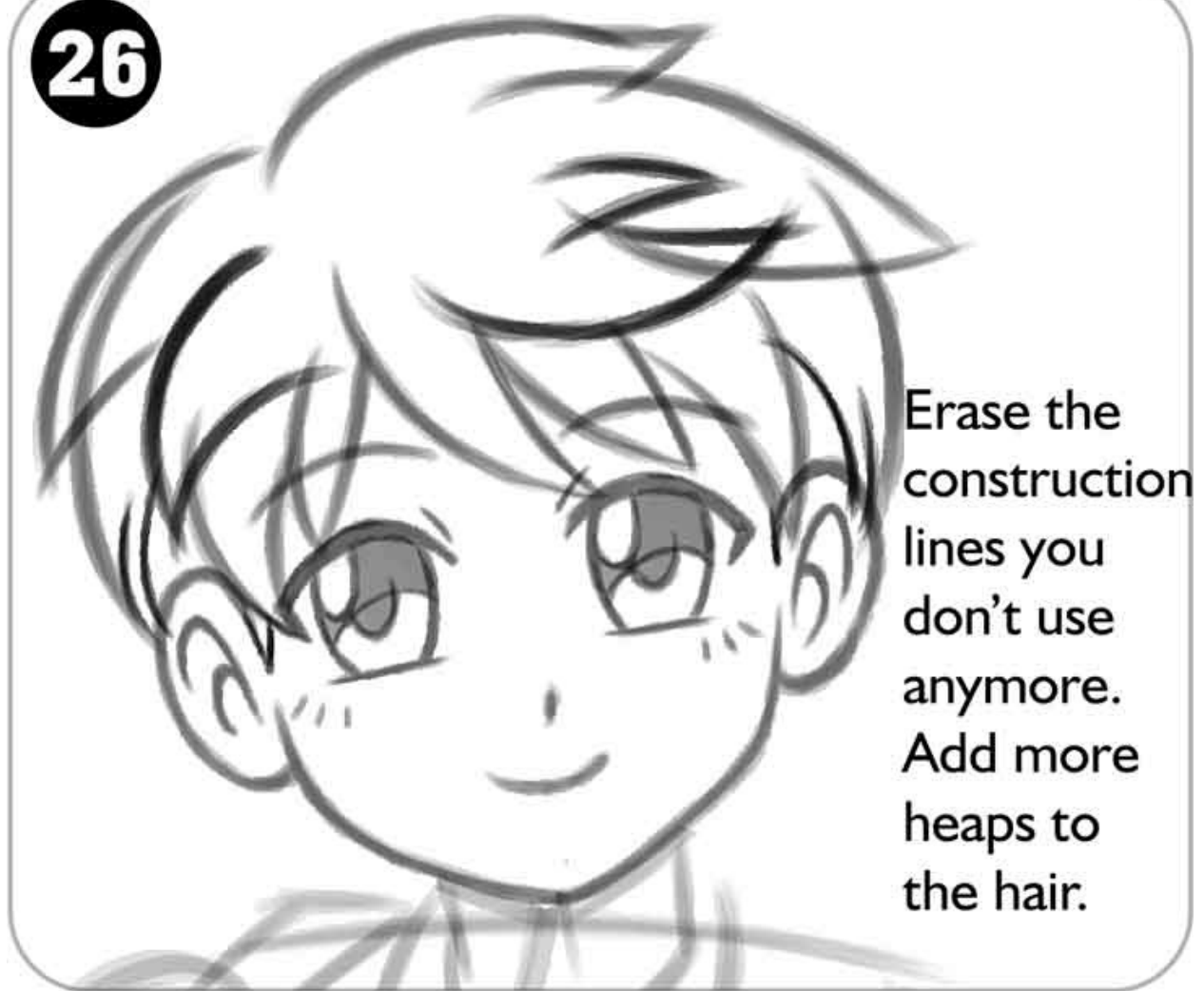
Put the  
nose tip  
exactly  
between  
eyes  
and  
mouth

**25**

Do details for the pupils  
like shown below:



**26**



What do you think so far? These steps aren't hard, right? Hopefully you didn't find them to be tedious, but instead became more interested to continue until they're finished.

“Building” is just like tracing over your previous construction lines. There's no need to be worried if your result seems different, since it would only continue to improve with each new try. And besides, the most important point from these exercises is to give you great insight about actual drawing process, through first-hand experiences.

**27**



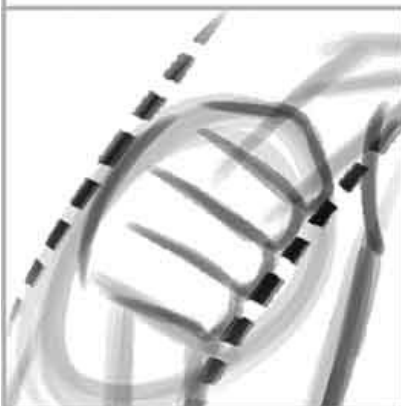
Start working on other details. Pay close attention to the suggested shapes above.

**28**



It is just like retracing our previous strokes, but now with more defining lines.

29



As for shapes that hasn't been constructed clearly yet, just make new construction lines, and then use them to develop the details.

*Make it more curvy.*

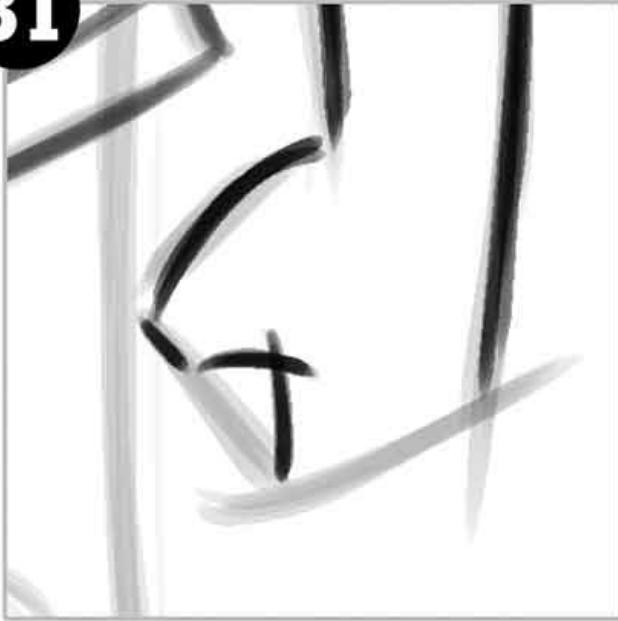
30



Those newly built lines may help us in adding even more details, like the shirt's stripes and the neck tie, above.



31



Building details can be as simple as drawing several strokes.

We just need to be a bit cautious with their curvature.

32



*Consider  
the legs'  
dimension  
when  
drawing  
these  
cuff's lines.*

Erase the shirt's construction lines when you're done. Now we can start focusing on the trouser.

**33**



Prepare some cuff's creases  
by drawing several curved  
lines at the bottom.

**34**



Make sure to emphasize the  
different section between  
thigh and lower leg...

**35**



...using the knee bone's  
circle as a visual guidance.

**36**



Finish the trouser by  
adding several bulges on it.

**37**



Develop the shoe forms by  
utilizing the construction lines.

38



Give them some more details. Follow the above picture.



**39**



Draw the soles, and then  
add the shoelaces.

40



They're not as complicated  
as it seems. It only takes  
several simple strokes.

**41**

**FINISH!**



Finish your drawing by  
adding more creases, and  
some hatches on the knees.

# **COURSE #2: SCHOOLGIRL**



In the second exercise you will learn how to:

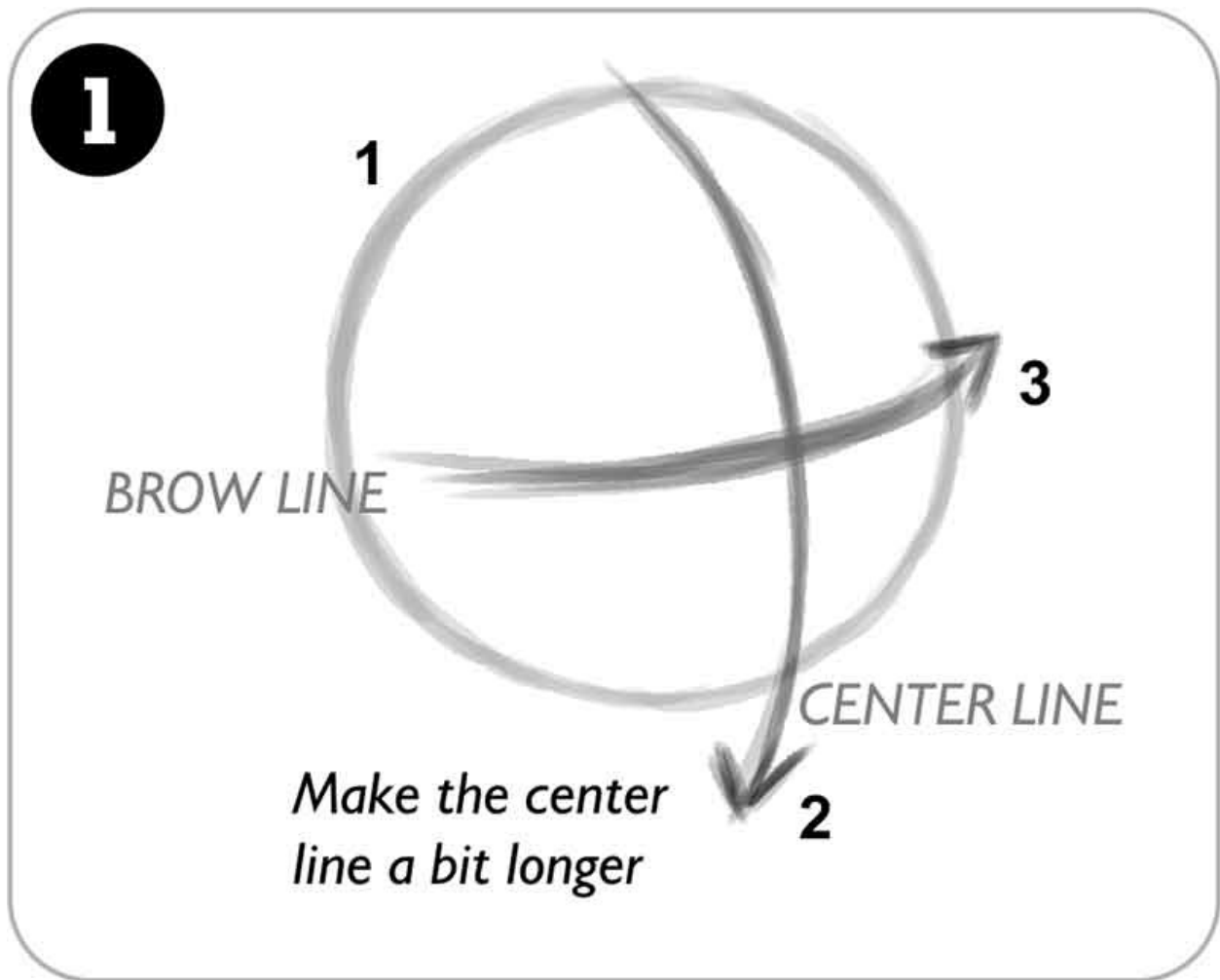
- Draw a female Chibi Character.
- Draw the head and body from 3/4 view.
- Create new hairstyle.
- Draw more complicated limbs movement.
- Draw a schoolgirl's uniform, specially the skirt.
- Add simple shadows.

THE  
SECOND  
EXERCISE  
WILL SHOW  
YOU HOW TO  
DEVELOP  
A FEMALE  
CHIBI  
CHARACTER



THERE  
ARE ALSO  
SEVERAL  
NEW THINGS,  
LIKE LIMBS  
MOVEMENT  
AND THE  
3/4 VIEW  
ANGLE!

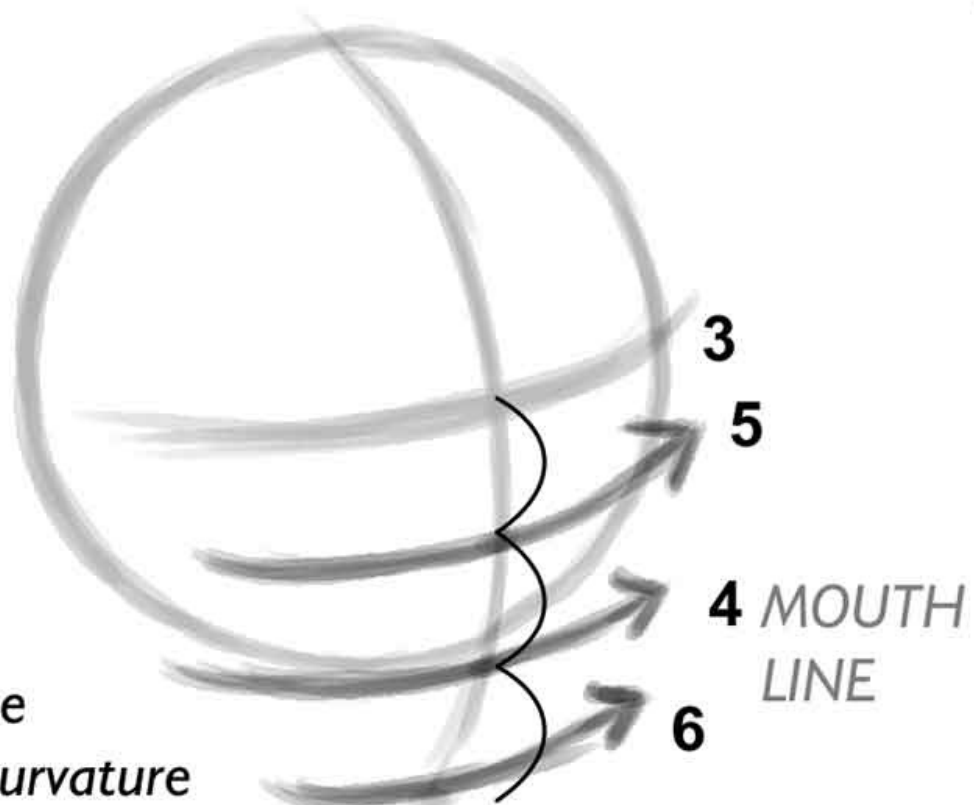
**CONSTRUCTION: Use thin lines.**



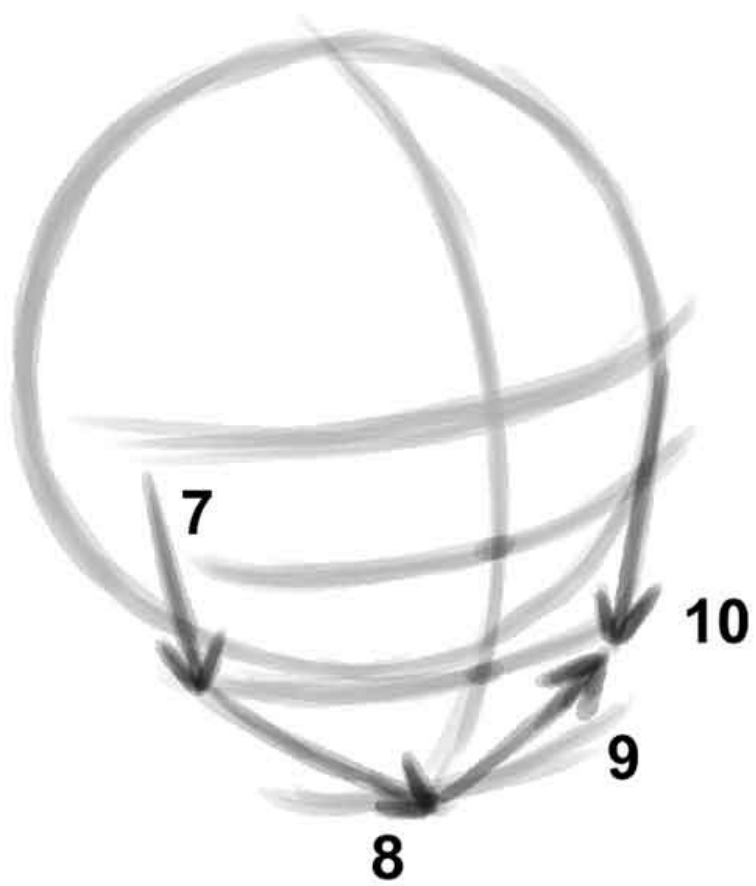


**2**

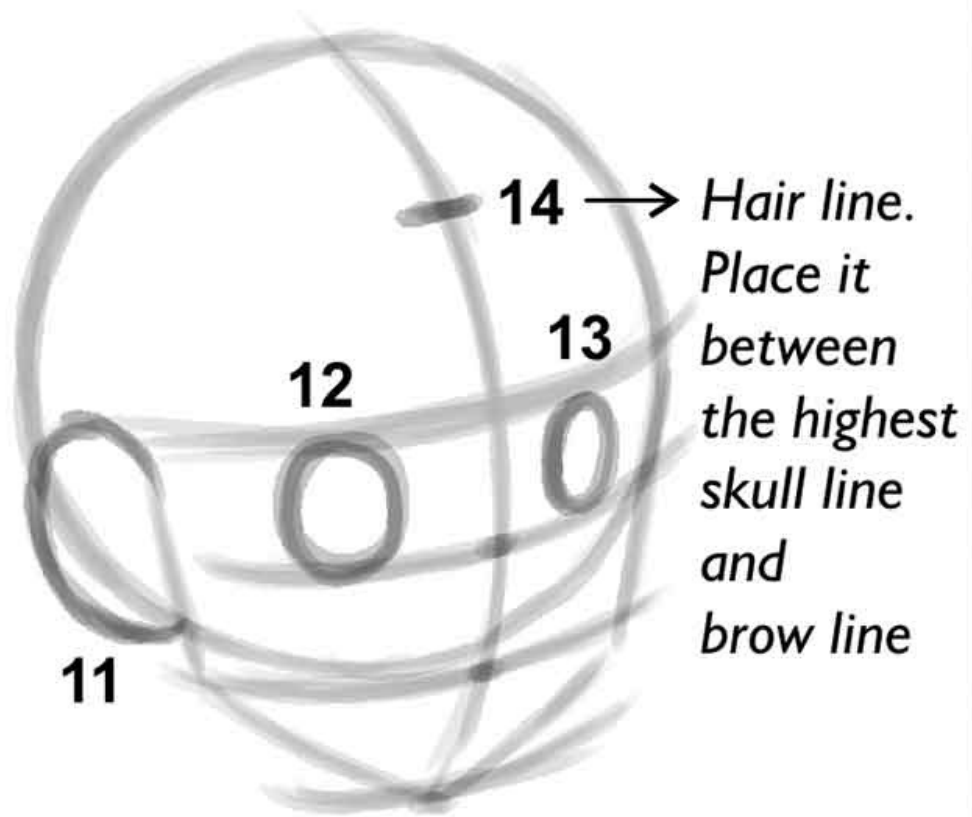
*Draw  
these  
lines  
with the  
same curvature  
as number 3*



**3**

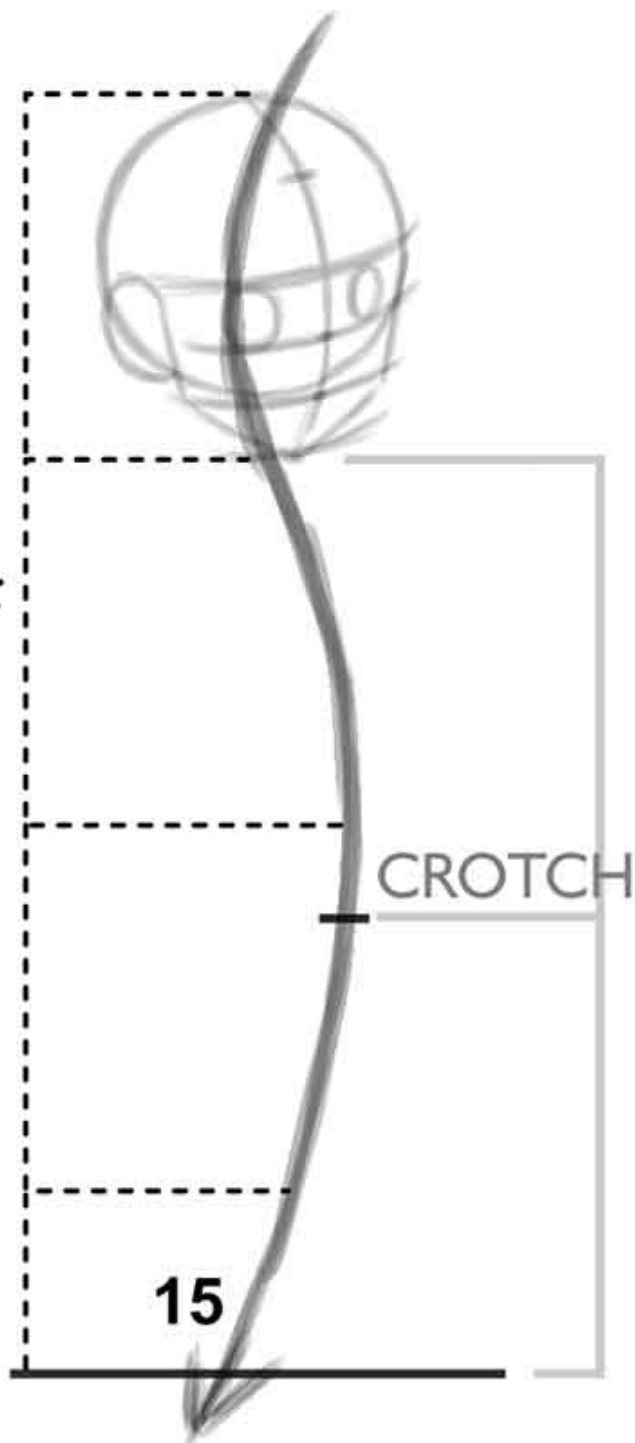


**4**



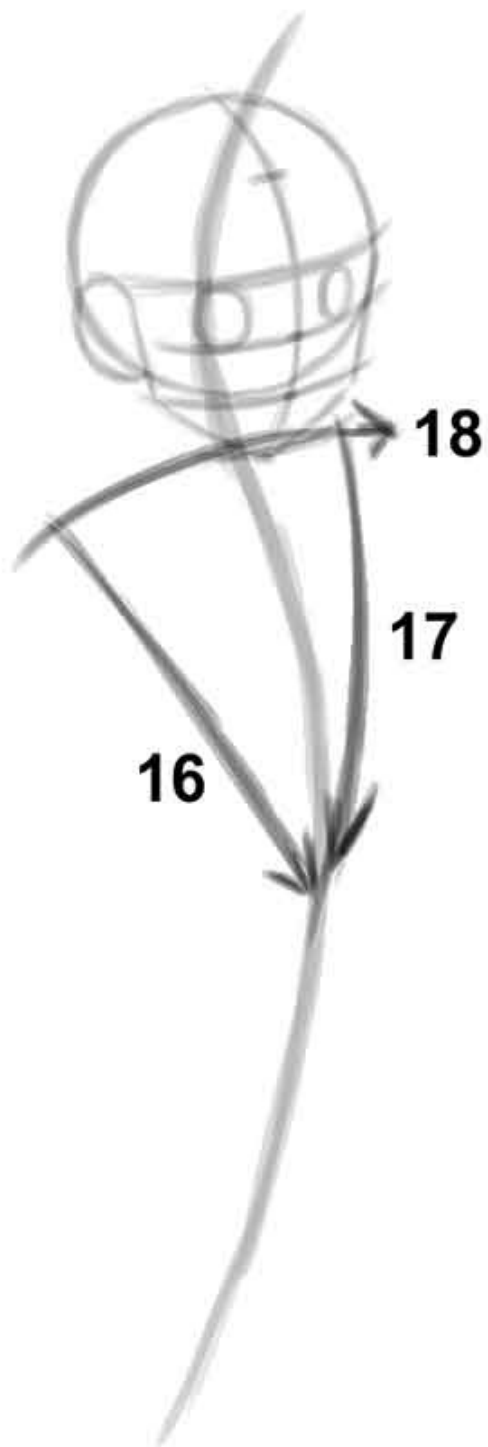
**5**

*Length:*  
 $3 \frac{1}{2}$   
*head*



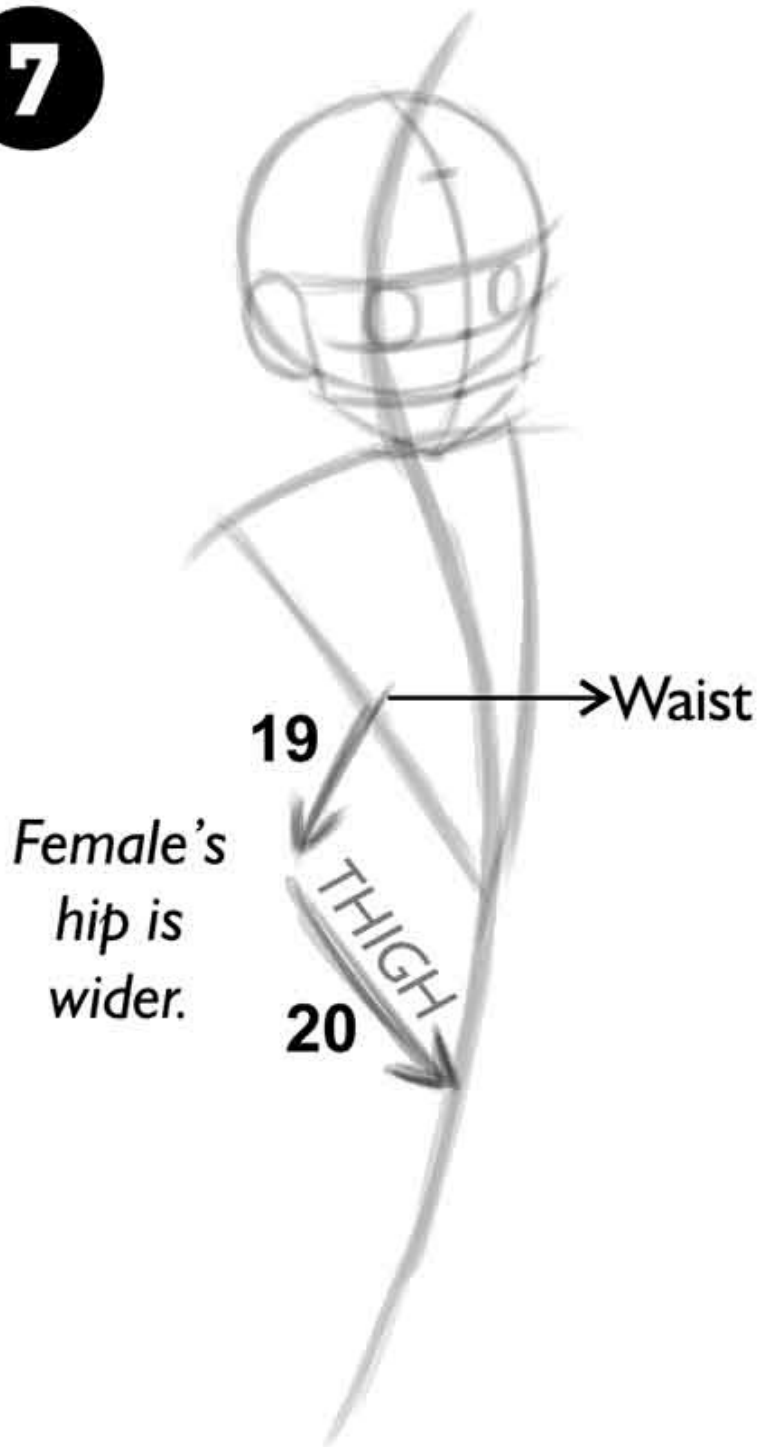
Draw the center line for  
body. Measure its length  
in head units.

**6**



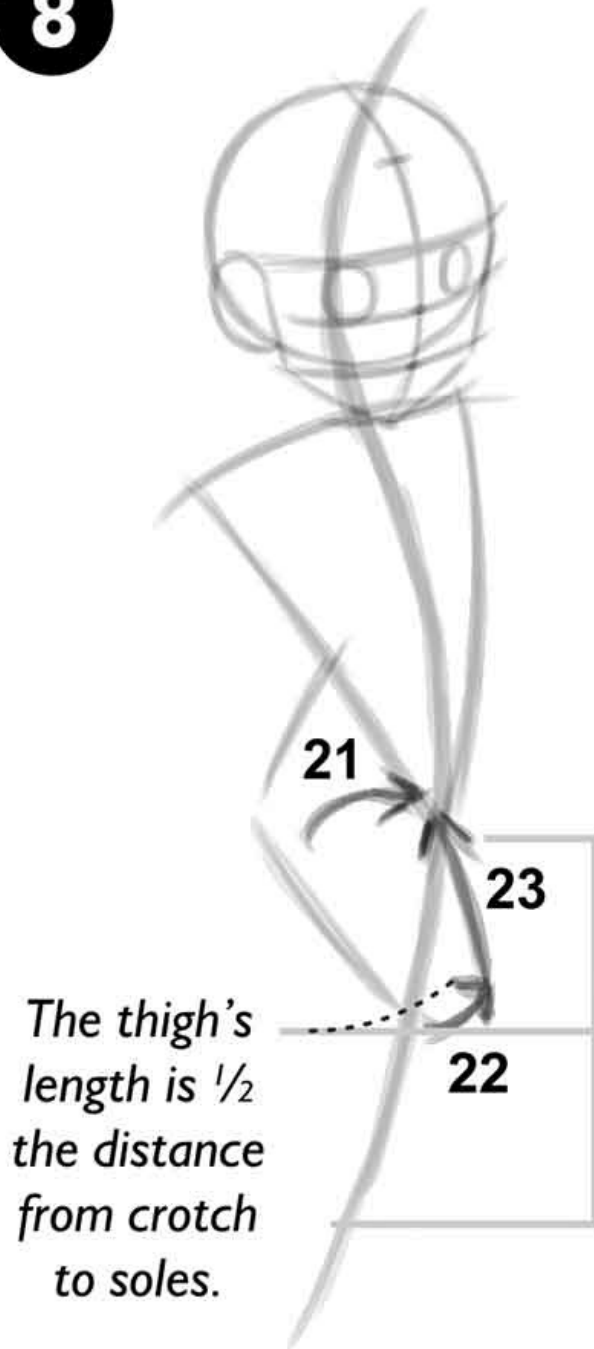
Draw the construction shape for the upper body as a triangle.

**7**



Two strokes to start the  
contruction phase for  
the lower body.

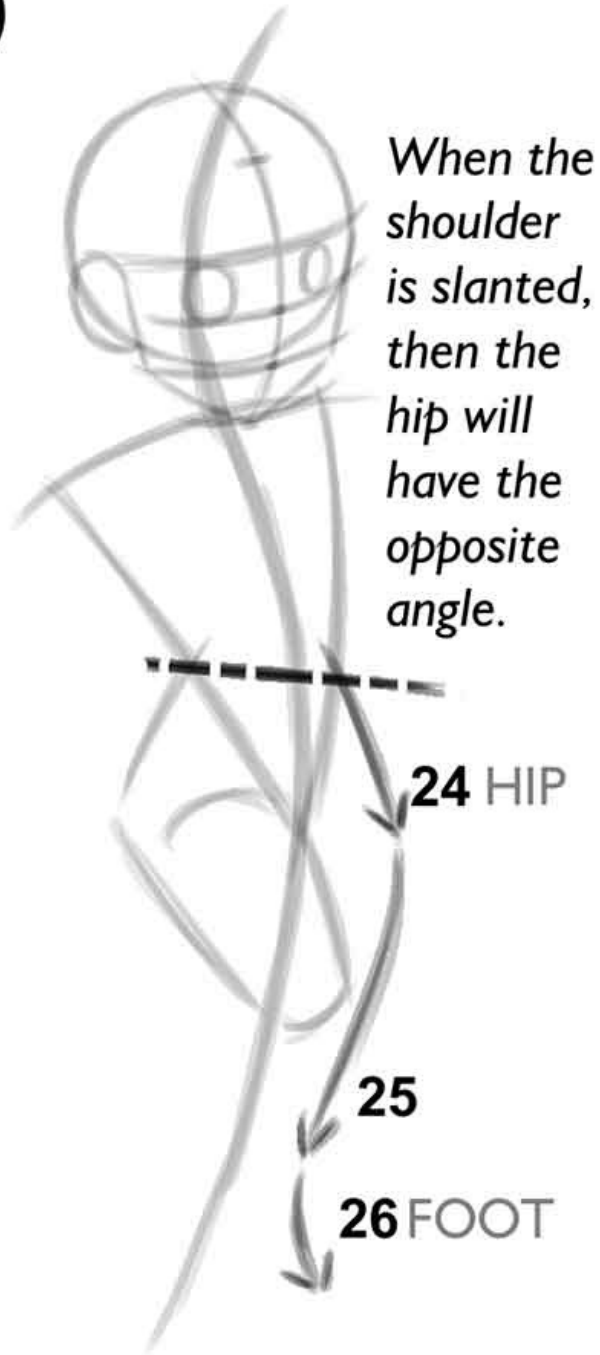
**8**



*The thigh's  
length is  $\frac{1}{2}$   
the distance  
from crotch  
to soles.*

Here we develop the initial  
shape for the right thigh,  
in bending position.

**9**



Continue by constructing the rest of the left leg like shown above.



**10**



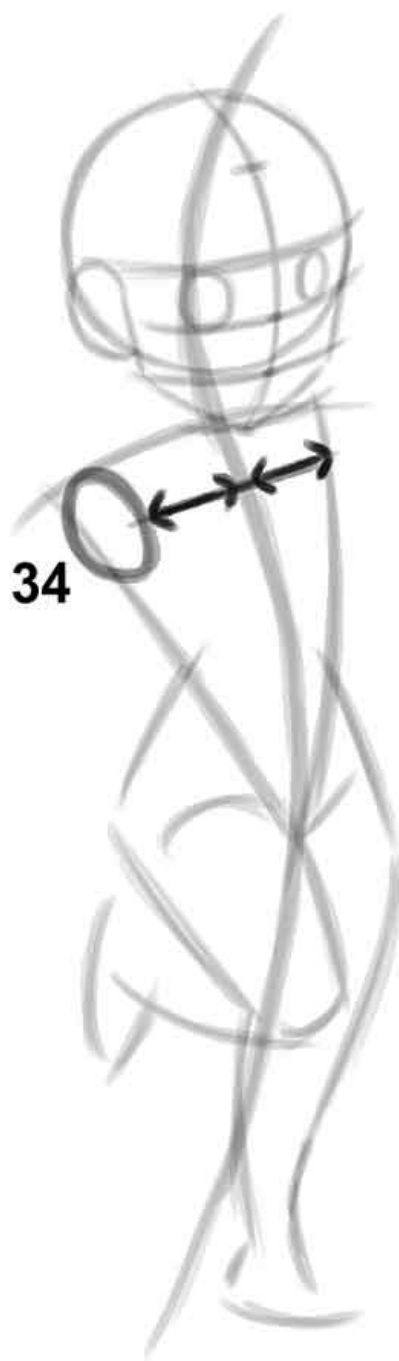
Follow the center line's rhythm. It help us to feel the center of balance.

**11**



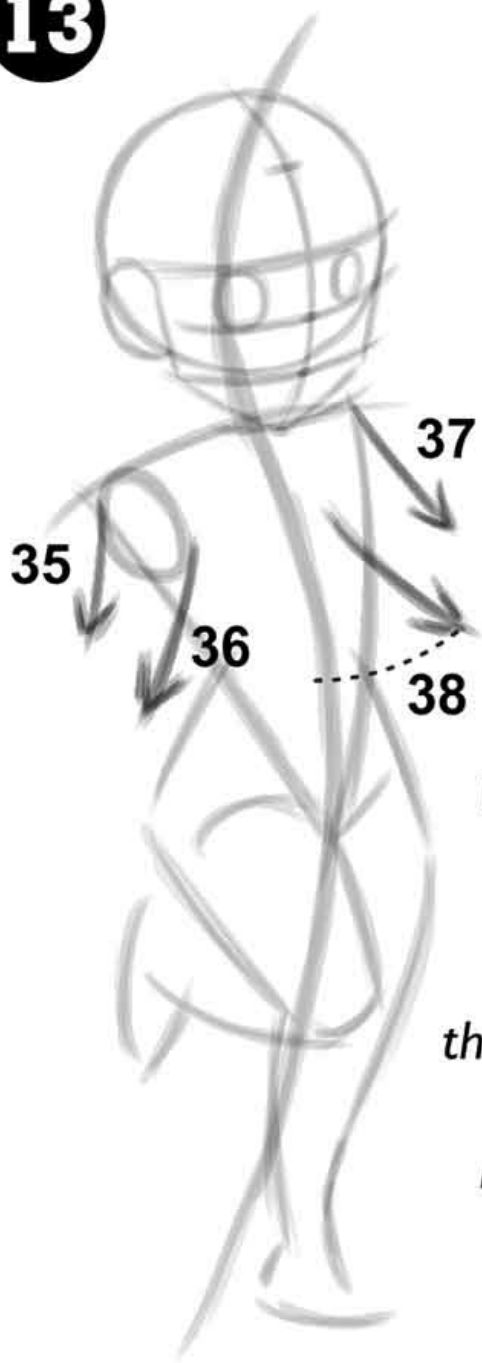
Finish the legs' construction using several simple strokes, then we'll construct the arms.

**12**



Draw a “hole” for the arm.  
See above on how  
to measure its distance.

**13**

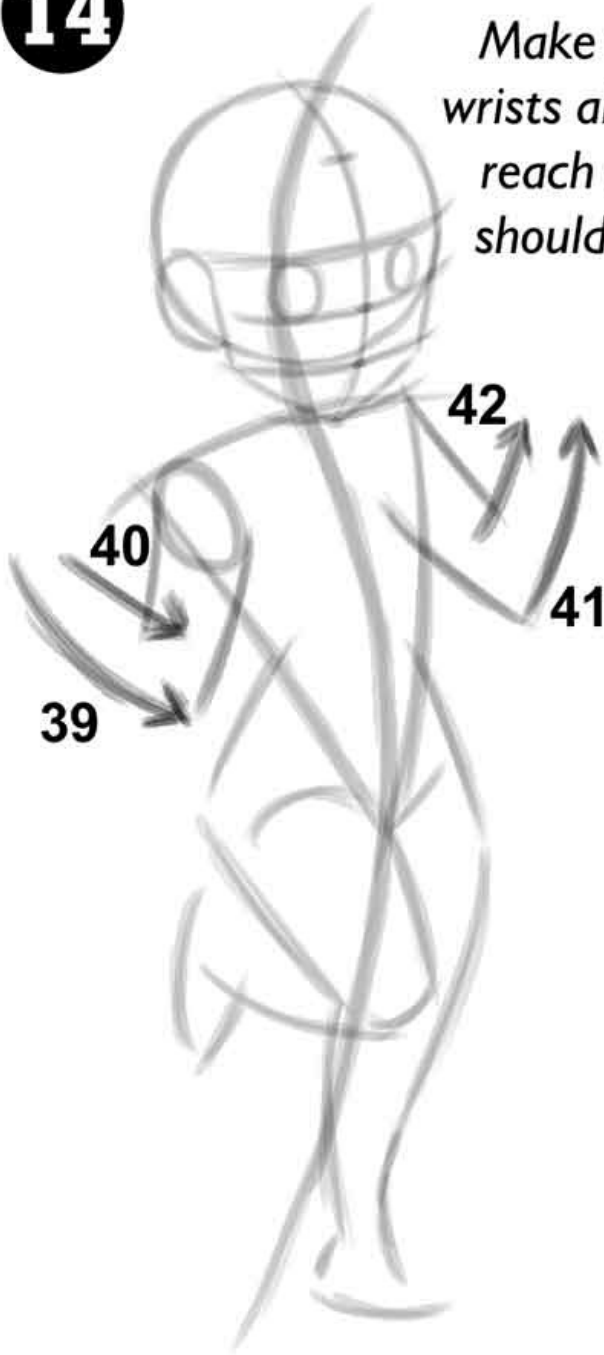


*The forearm's length will have to reach the waist line when measured from shoulder.*

Use the "hole" to help us draw the forearms.

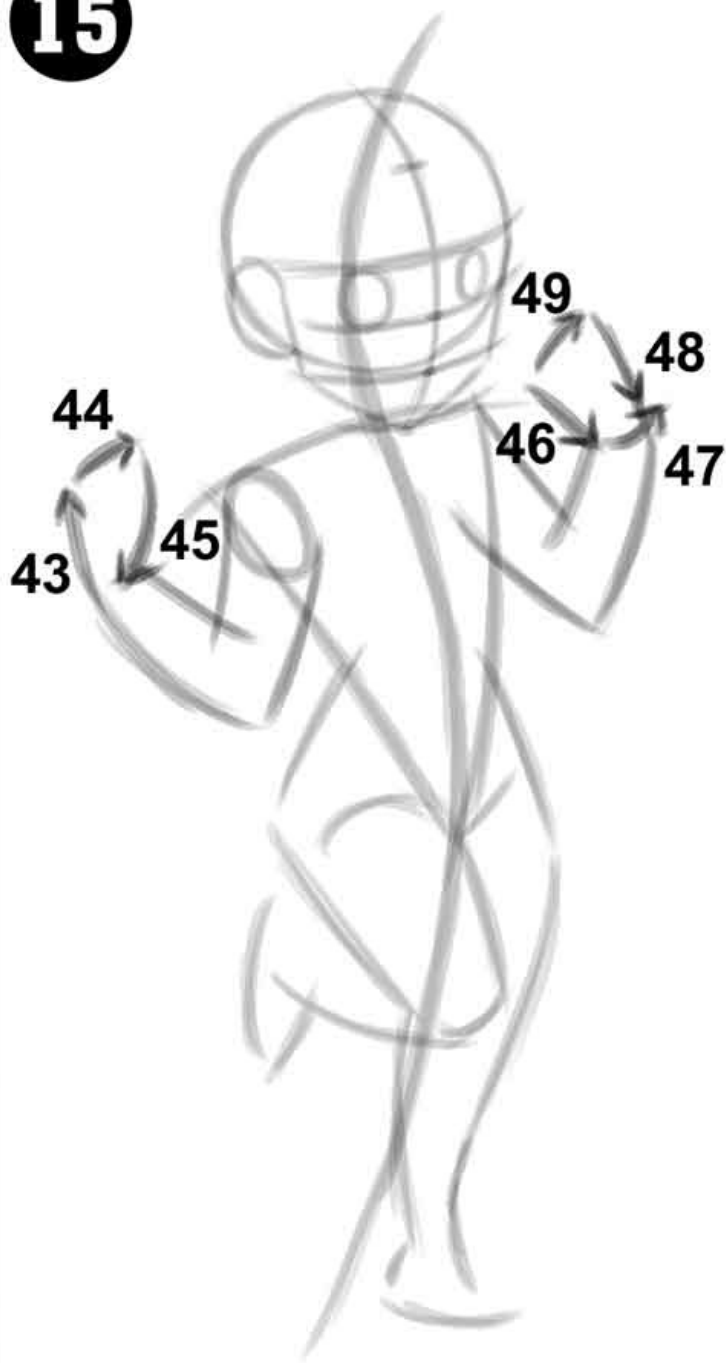
**14**

*Make the  
wrists almost  
reach the  
shoulders.*



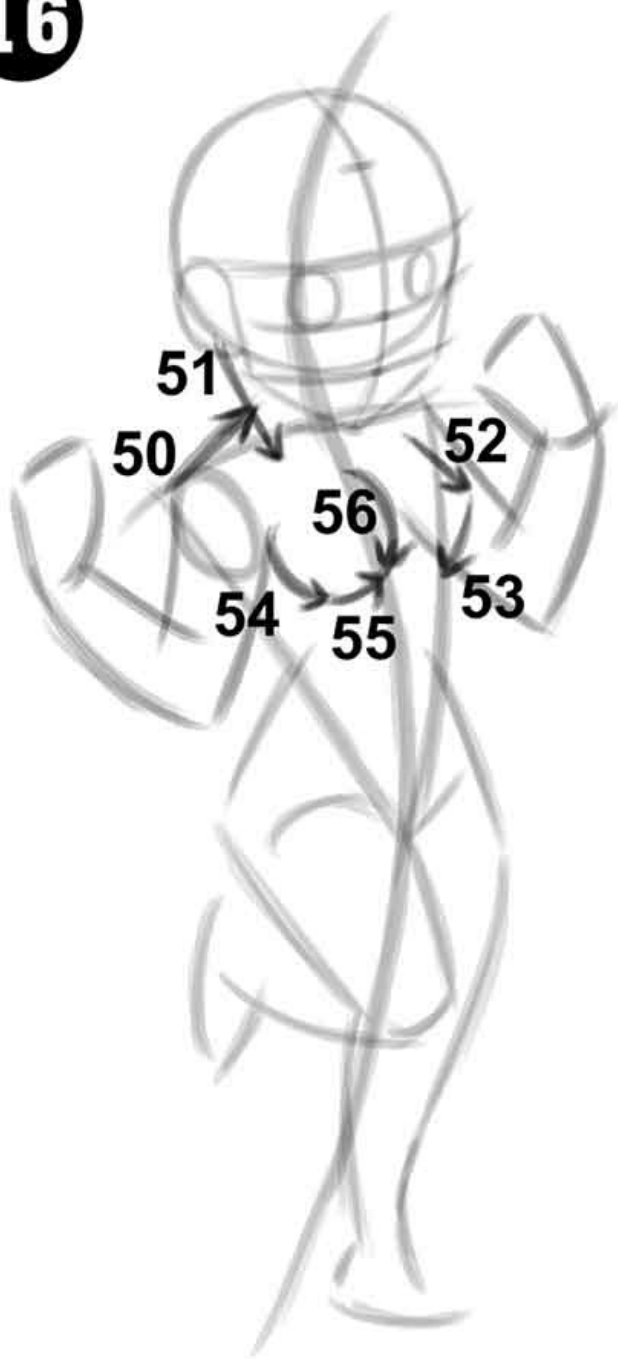
Continue constructing by adding the lower arms. Make sure to follow the notes above.

**15**



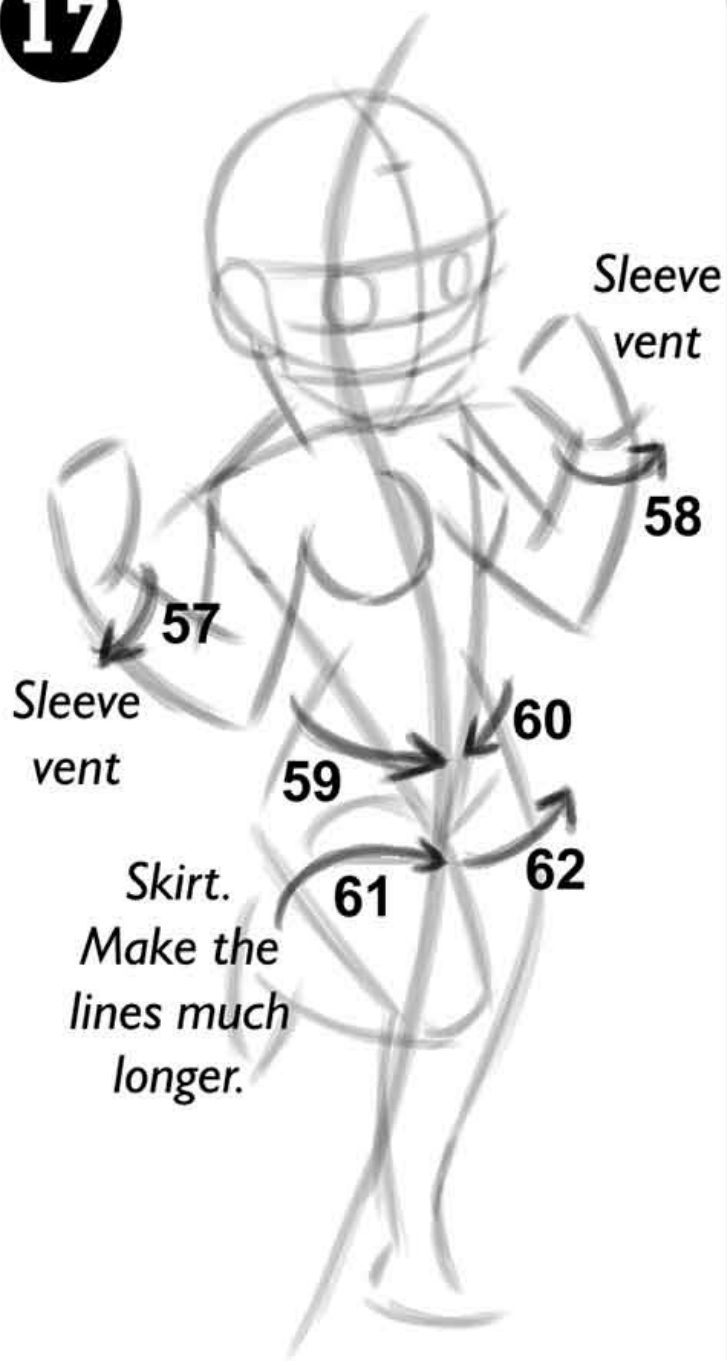
Now draw the knuckles.

**16**



Then we add upper shoulder, neck, and chest. Follow the steps above thoroughly.

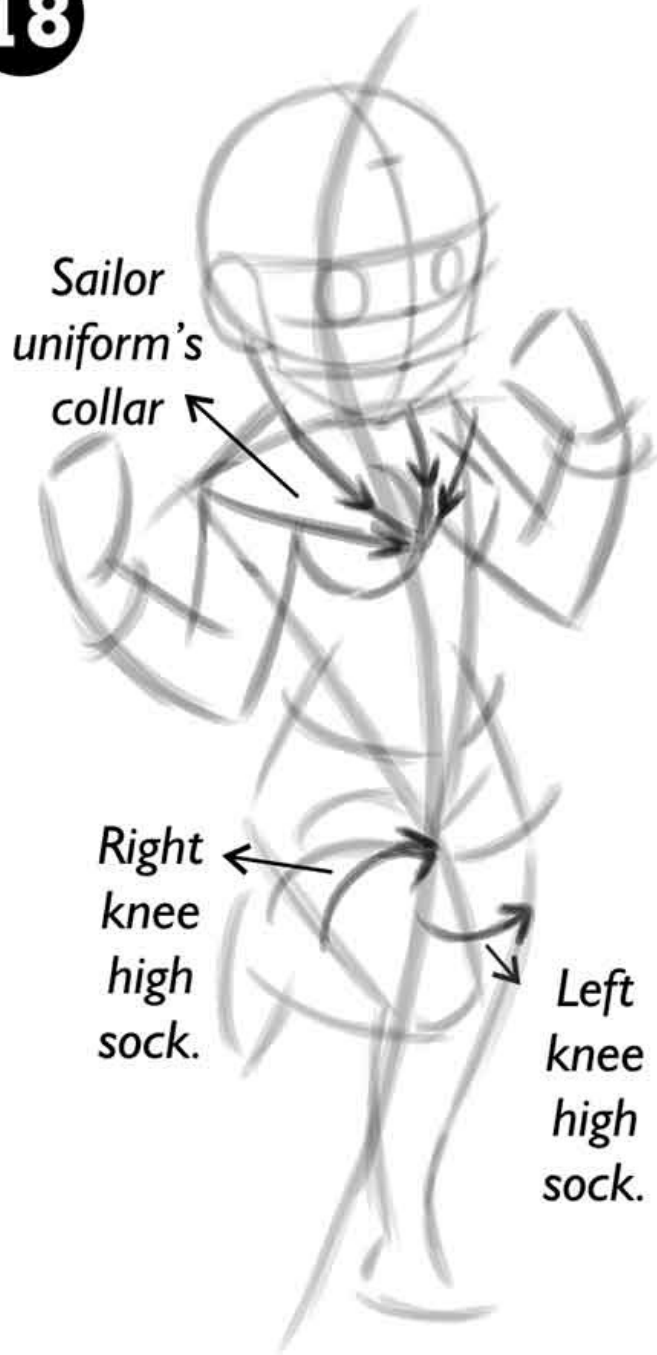
**17**



Construct her clothing using several direct strokes. Pay attention to the skirt's curve.



**18**



Almost there! Draw several more lines, and our sketch are now finished!

**19**



Erase the center line.  
Let's continue starting  
from her eyes.

**BUILDING THE FINAL SHAPE: Use strong lines.**

**20**

Build the facial elements.



**21**

Add brows and eyelashes.  
Make sure to thicken the upper eyelids



**22**

Develop more details for  
the pupils and mouth.

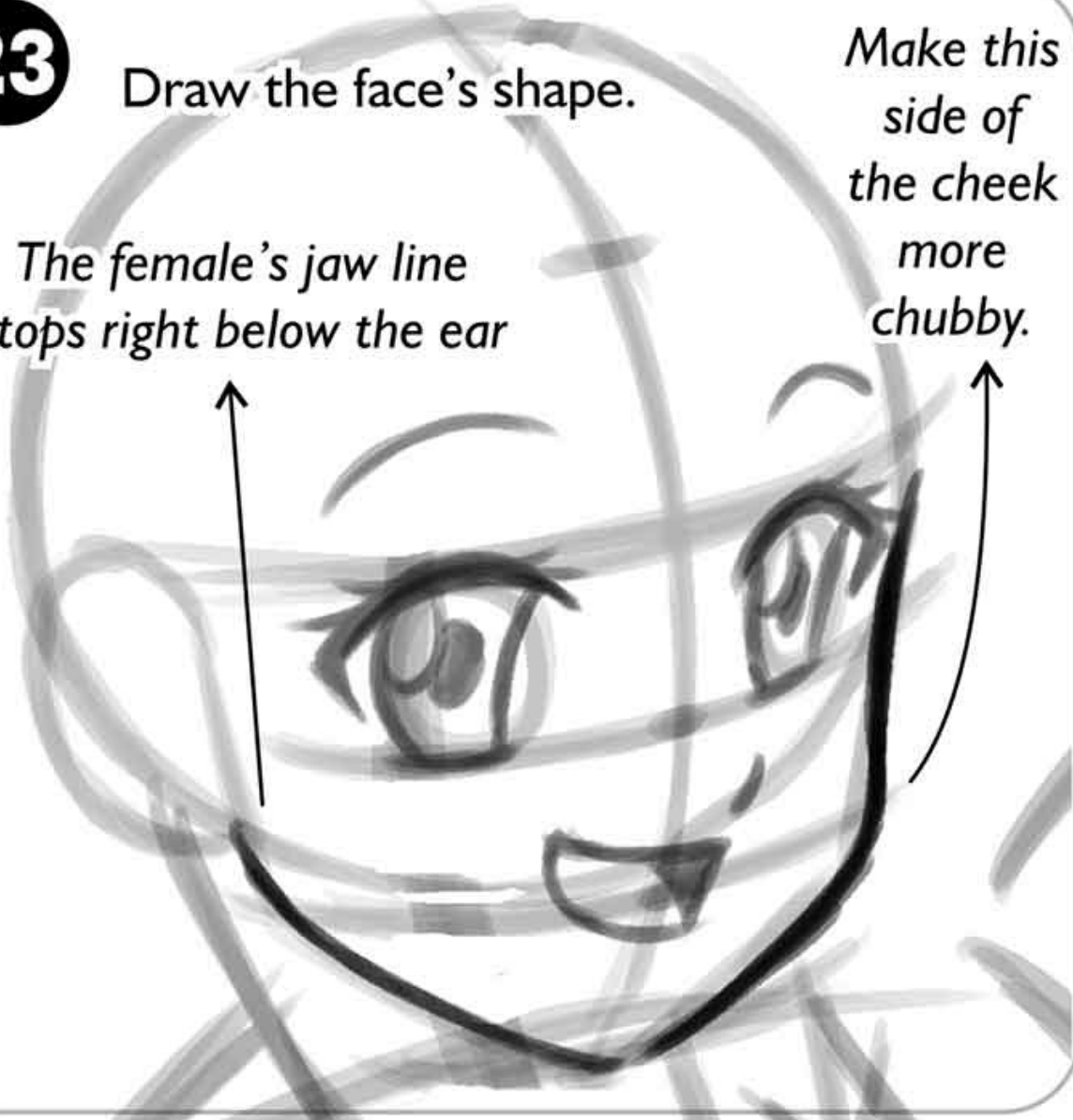


**23**

Draw the face's shape.

*Make this  
side of  
the cheek  
more  
chubby.*

*The female's jaw line  
stops right below the ear*



**24**

Build the hair bangs using several simple strokes.



**25**

Continue building the hair.





**26**

*Make this side of the  
bangs to stick out.*



This step finishes the hair's  
outer construction.

**27**



Draw some more lines for the inner details. Connect the newer lines with the previous.

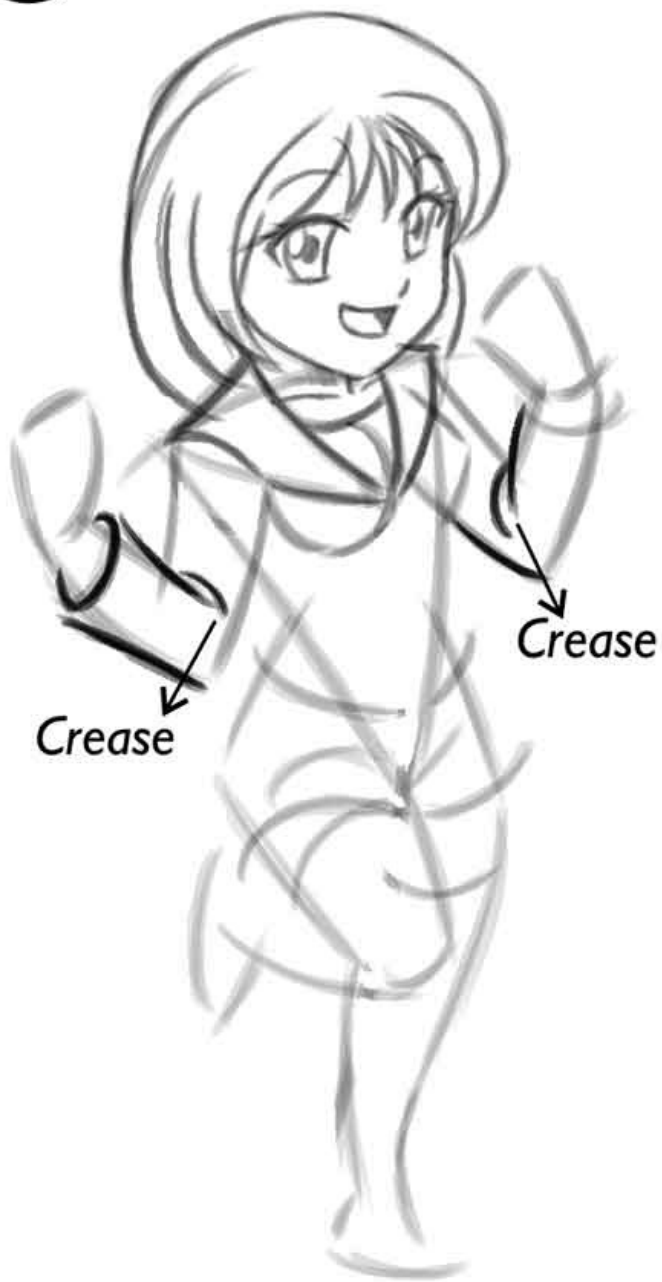
28



*This curve  
here helps  
define the  
right  
shoulder's  
dimension.*

Her hair is done, we start  
building the body; starting  
from the uniform's collar.

29



Continue with the lower arms.

30



*Make  
this  
part  
bulges,  
to help  
define the  
shoulder's  
shape*

Continue building the sleeves. Note their lines' curvatures.

**31**



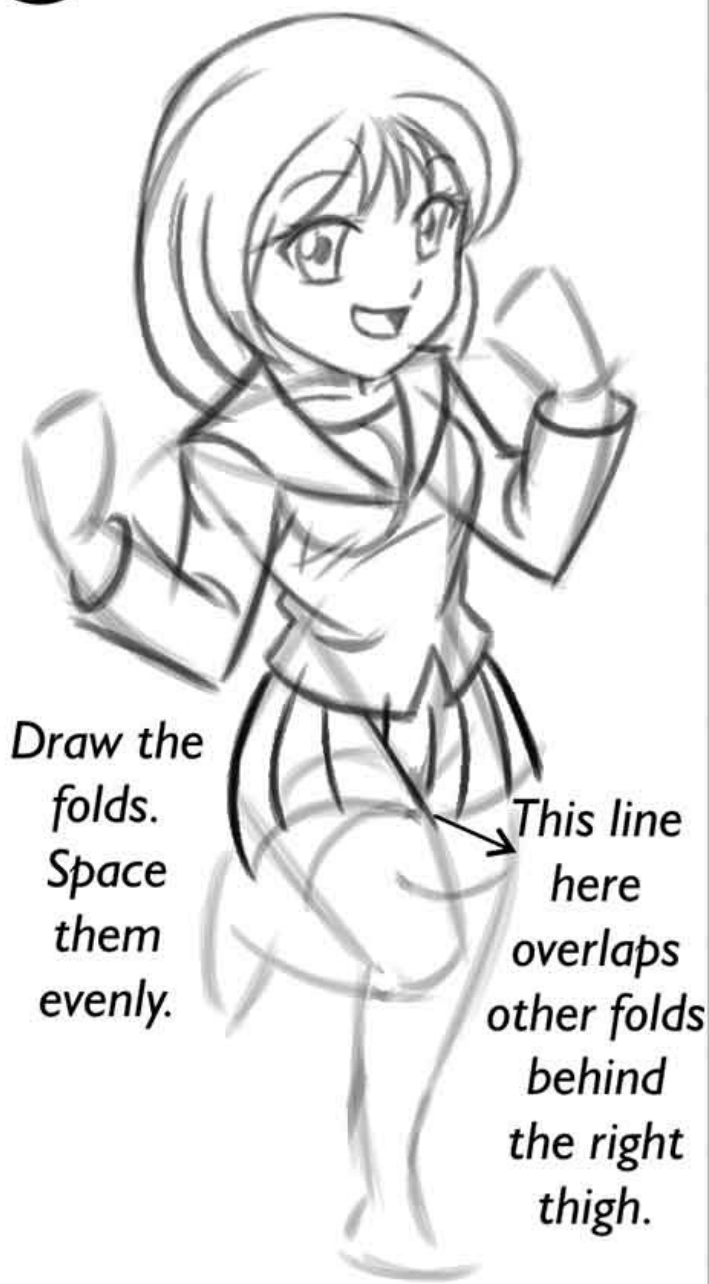
Time to build the chest  
and waist areas.

**32**



Refine the jacket's outer shape. Add some hatches on the chest area.

**33**



*Draw the  
folds.  
Space  
them  
evenly.*

*This line  
here  
overlaps  
other folds  
behind  
the right  
thigh.*

As for the skirt, begin by  
constructing its folds  
first.



**34**



Finish by following the  
above picture.

**35**



Erase contruction lines  
that are not used anymore,  
and start building the legs.

**36**



Pay special attention to the  
right leg's bulges.

**37**



Two straight curves to help  
define the left thigh and  
calf's shape.

**38**



Add several more curves to define the left leg's final shape.

**39**



Finish building the legs.  
Add the shoes, and  
then clean the sketch.

40



Steps for building the  
hands' details.

**41**



Draw the scarf, and then  
clean the unused lines.



**42**



Add more details: some stripes  
on the uniform, the socks,  
and then the hair.

**43**

**FINISH!**



Add some shadows  
on these corners.

# **COURSE #3: NINJA**



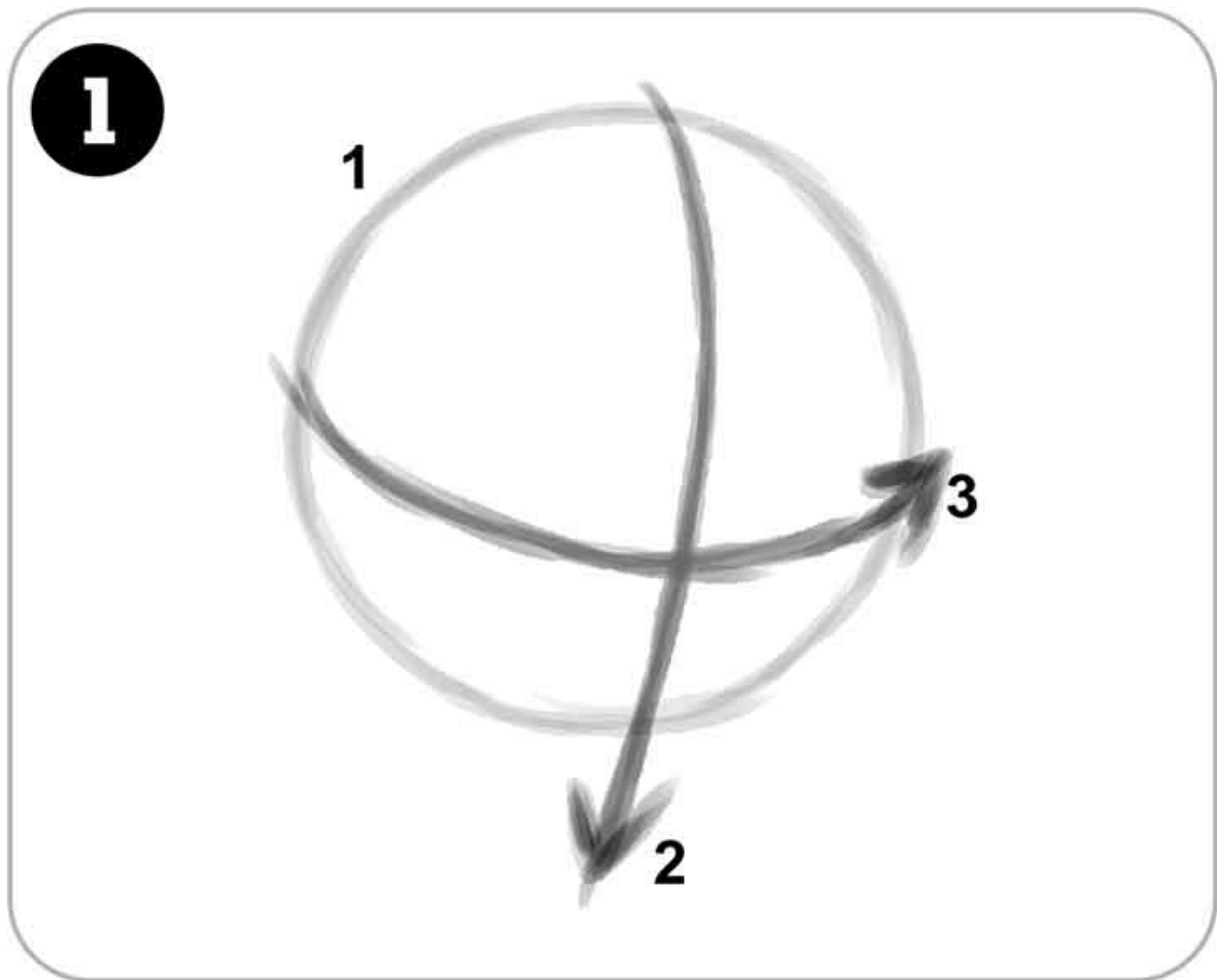
In the third exercise you will learn how to:

- Draw Chibi Ninja.
- Draw another hairstyle.
- Draw action pose from 3/4 view.
- Draw a more advanced hand pose.
- Define character height when they're hunched.
- Distribute light and dark areas.

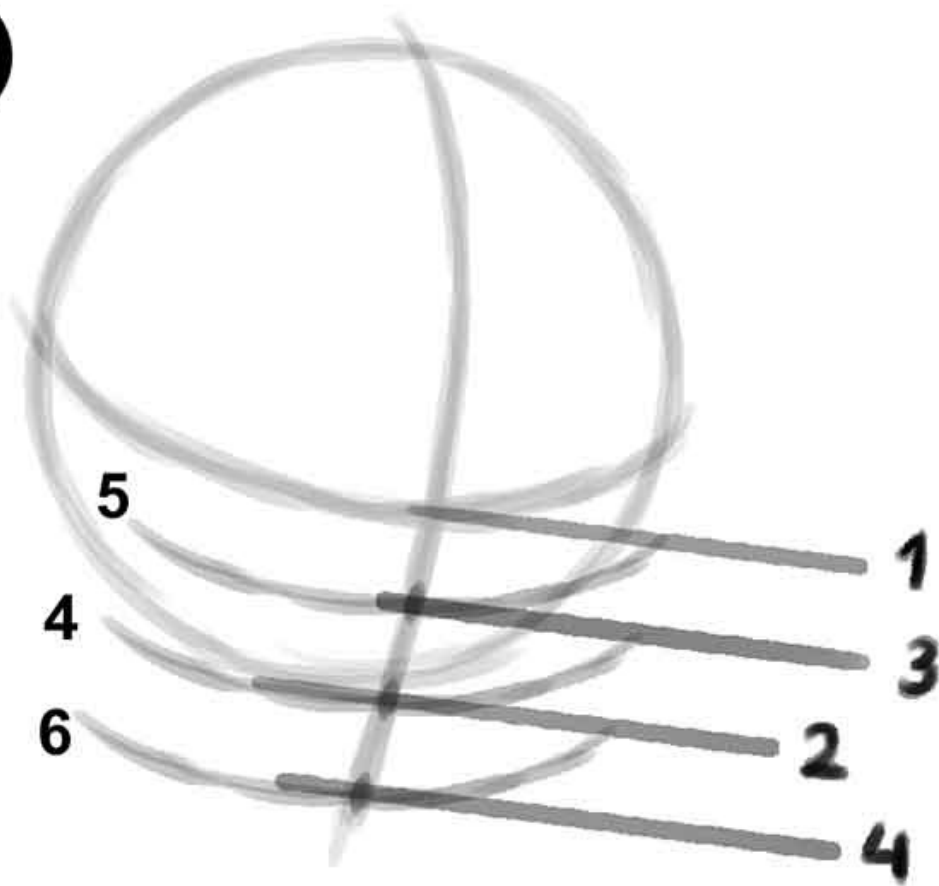


\* NINJA SKILL

**CONSTRUCTION: Use thin lines.**

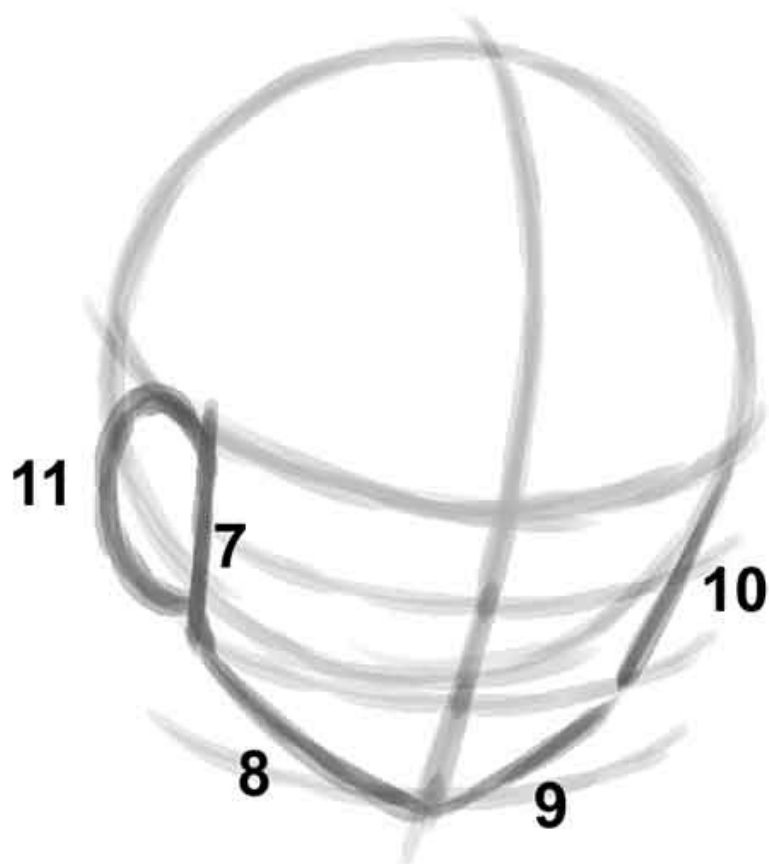


**2**

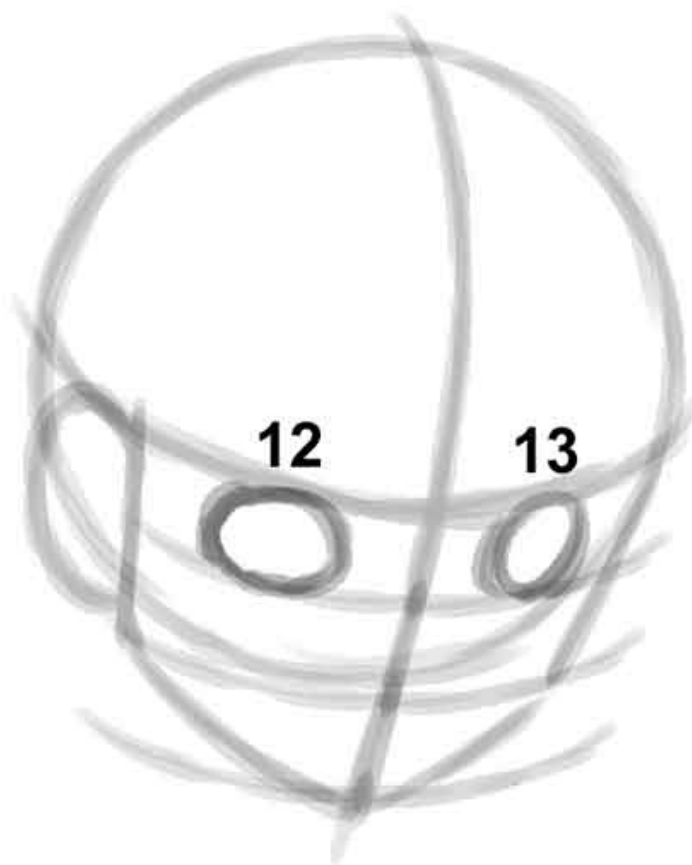




**3**



**4**



**5**



Draw the body's rhythm line

**6**

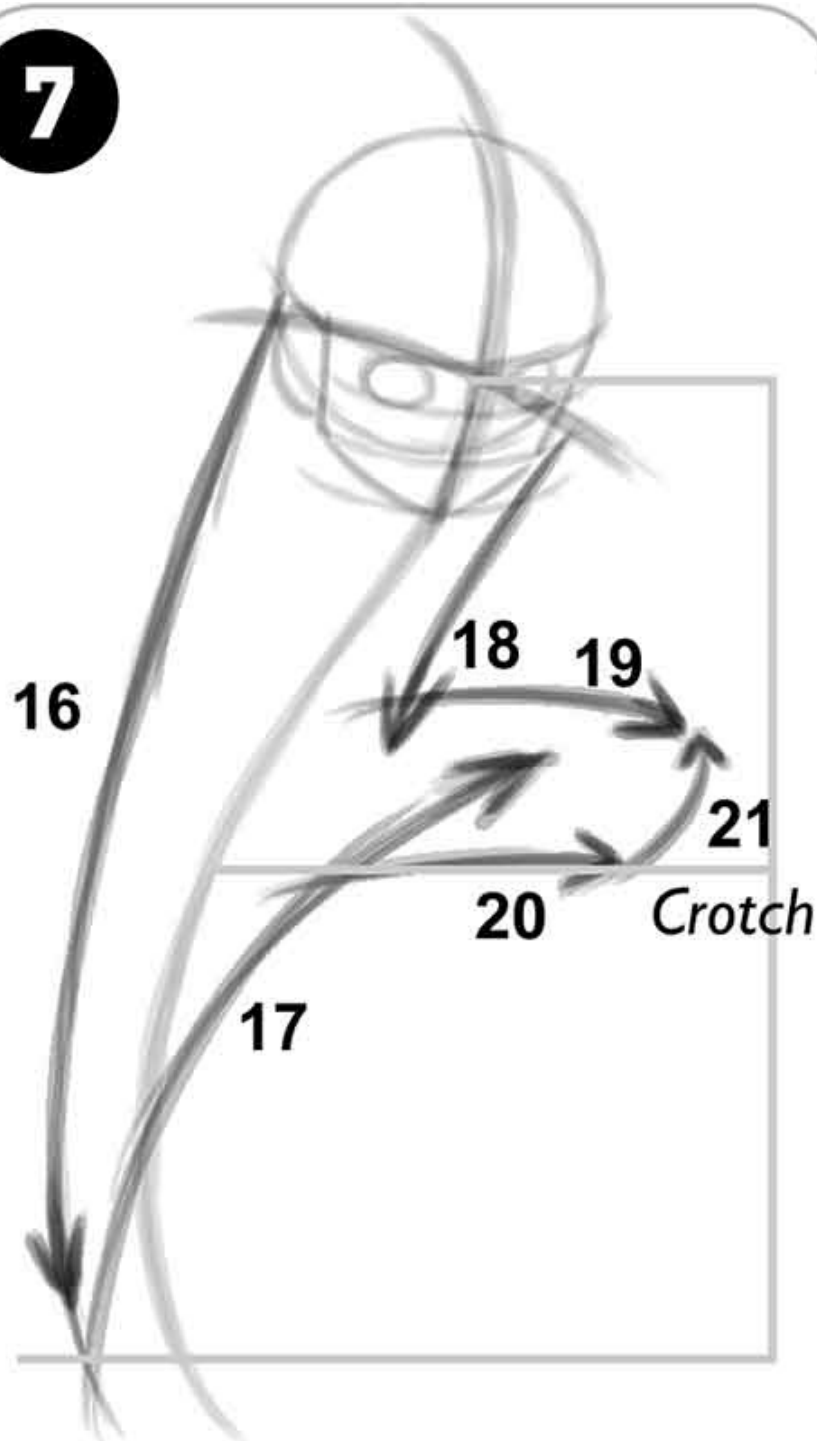
**15**

*Start  
measuring  
from  
here*

*Height:  
2 1/2  
heads*

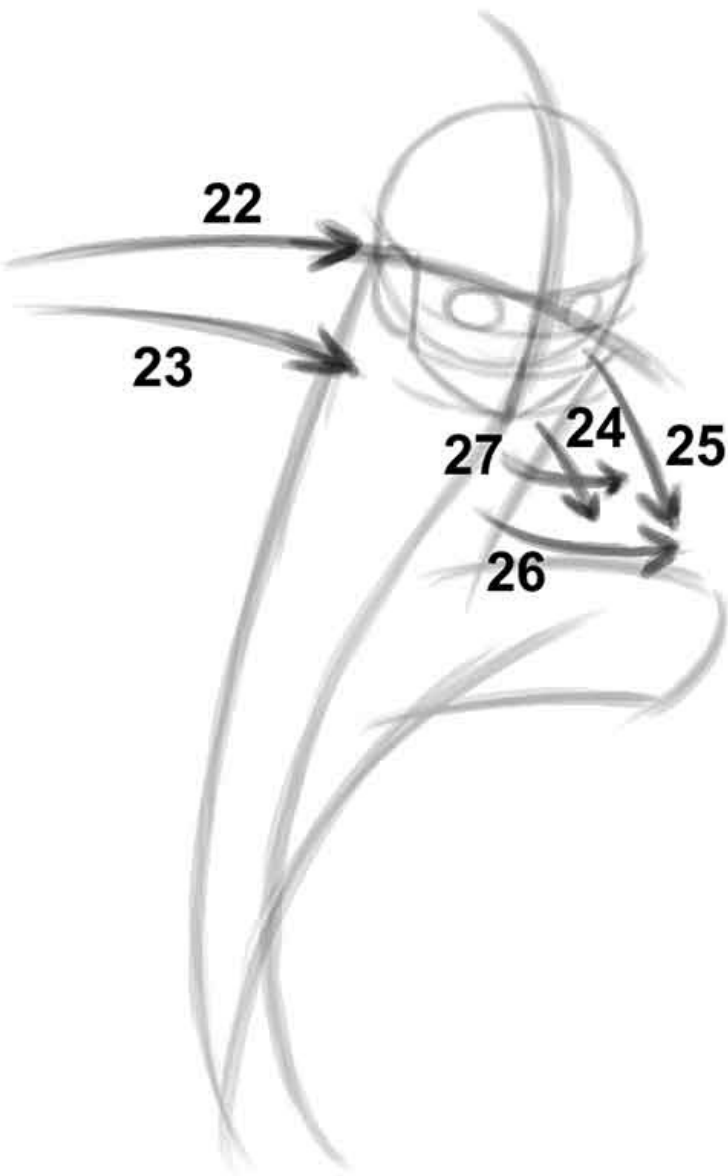
Place the upper shoulder  
first, then start measuring  
the height (2 1/2 heads).

**7**



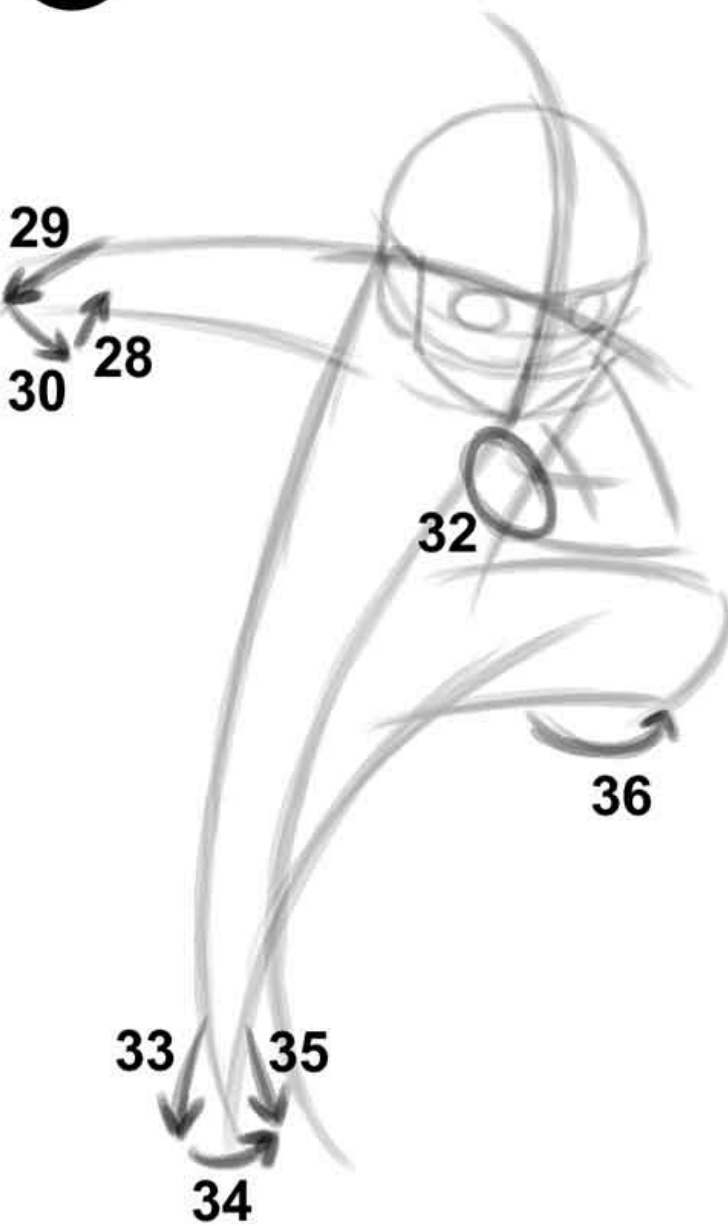
Determine the crotch  
position first, then continue  
as shown above.

8



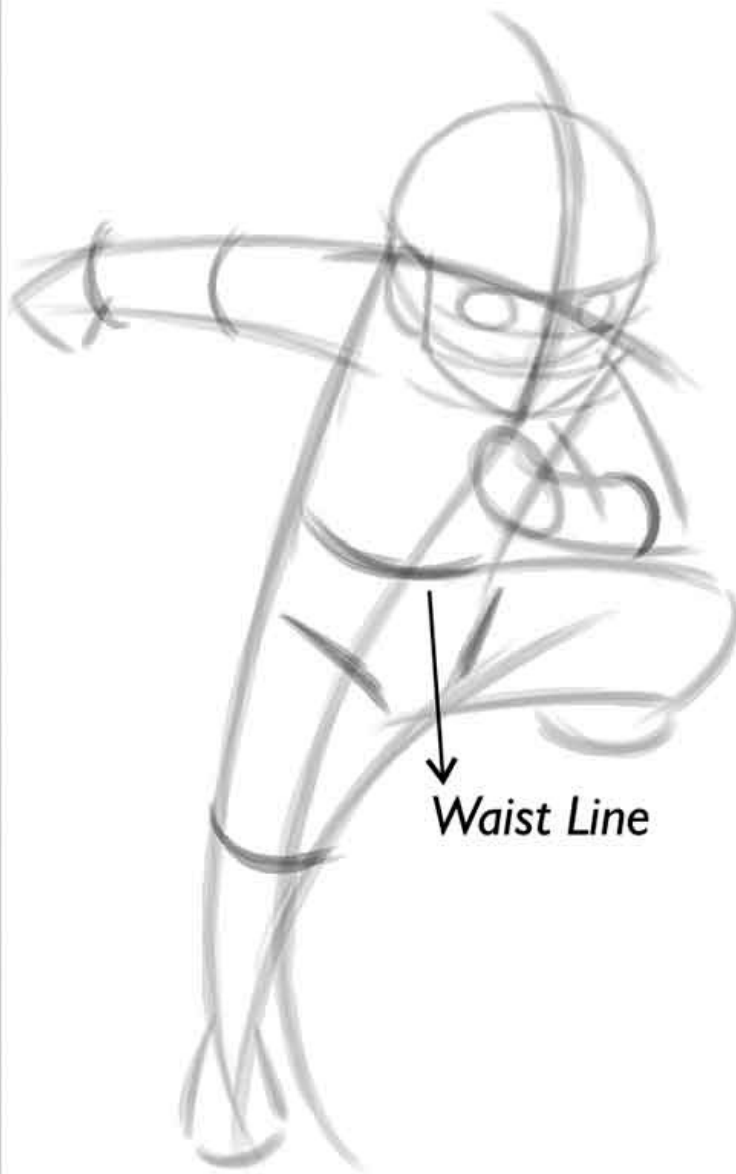
Follow the above strokes to  
construct his arms.

**9**



Add the hands and feet.  
As you can see, they are  
made using simple strokes.

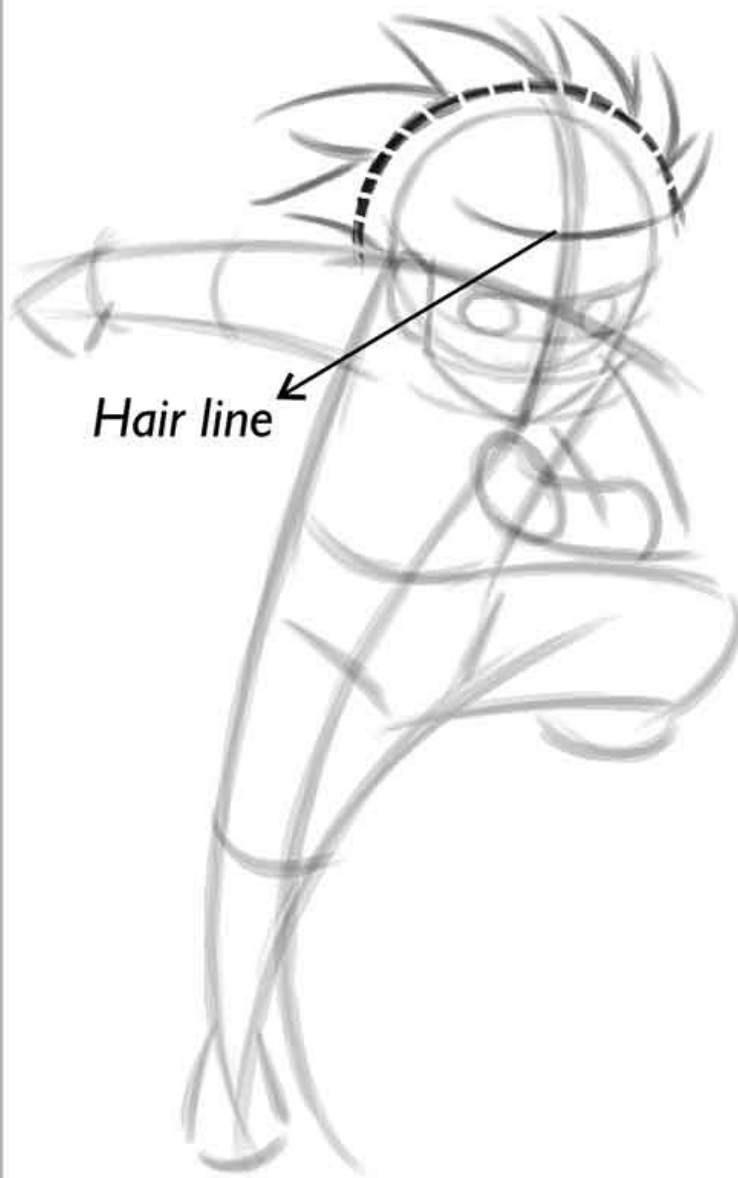
**10**



Now draw these curves at the joints to define their sections more clearly.



11



Construct the hair strands  
after you determine the  
base line.

**12**

Draw the eyes. Start from the upper lines.

For this exercise, we use angular shapes.

Lastly, draw the eyebrows to finish our construction phase.

**BUILDING THE FINAL SHAPE: Use strong lines.**

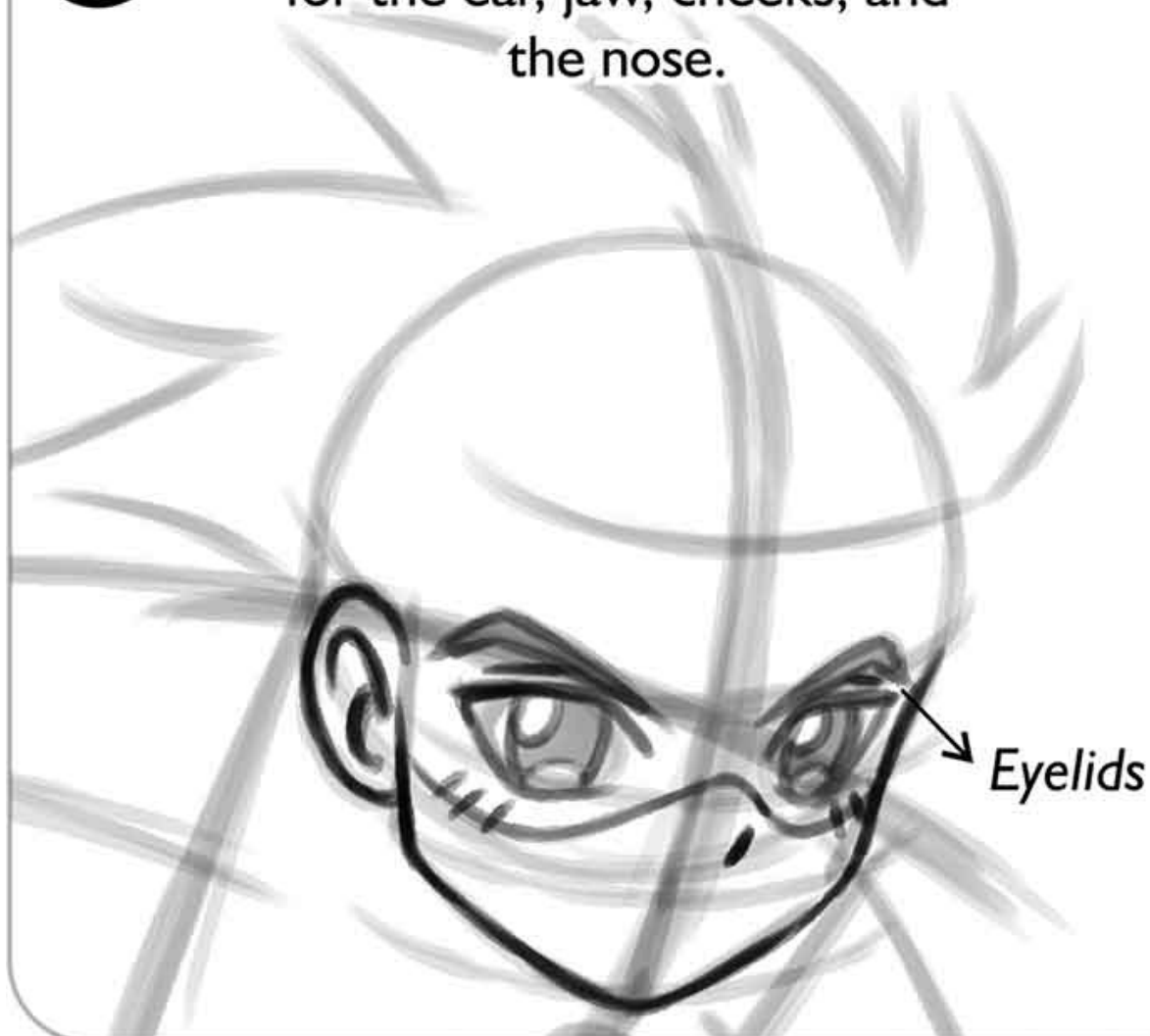
**13**

Fill the eyebrows and pupils,  
then draw the mouth cover.



**14**

Continue by building details for the ear, jaw, cheeks, and the nose.



**15**

Begin building the hairstyle.



**16**

Develop the hair bangs first.



**17**

Use previous construction lines  
as our guide.



**18**

Draw the hair's highlighted area  
(use light strokes).





**19**



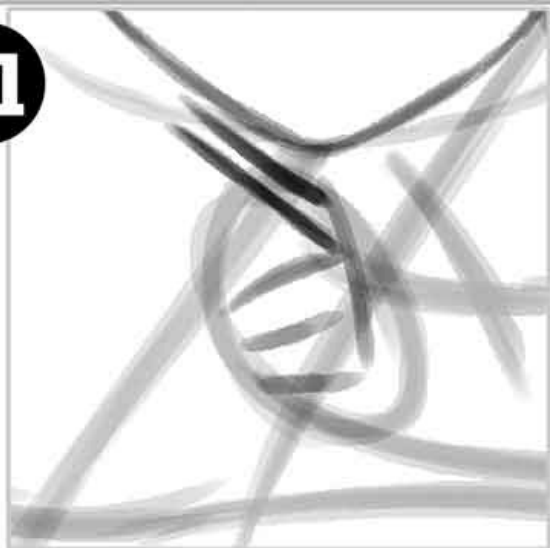
Develop the highlight area  
by drawing some hatches.

20



Time to build the left hand.  
Follow these steps.

21



22



Develop the body shape.  
Focus on the waist, and then  
draw a new center line.

23



The new center line helps us forming his shinobi outfit.

**24**



Continue like shown above.

**25**



Develop the clothes's details,  
then draw the sash.

26



*This crease  
happens  
because the  
left thigh  
are being  
lifted.*

Finish the clothes like  
shown above.



**27**



Begin building the pant's  
details.

28



Develop the shape for  
the lower legs and feet.

**29**



Add details for the leg wraps.

30



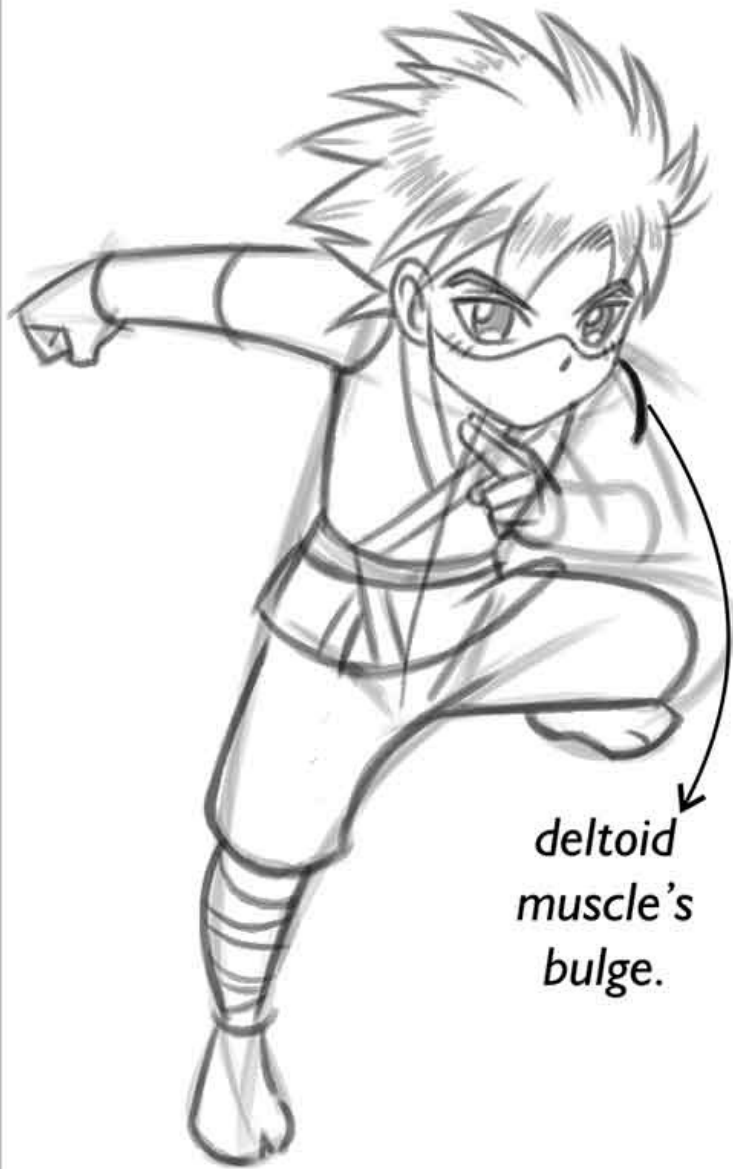
Build the right hand.

31



As for the right arm, we build it by tracing the construction lines.

32



*deltoid  
muscle's  
bulge.*

When done, shift to the  
left arm.

33



Trace the forearm's  
construction lines. Make  
them a bit curvy.

**34**



Trace the left upper arm.  
Place some curves as above  
to make them appear bulky.

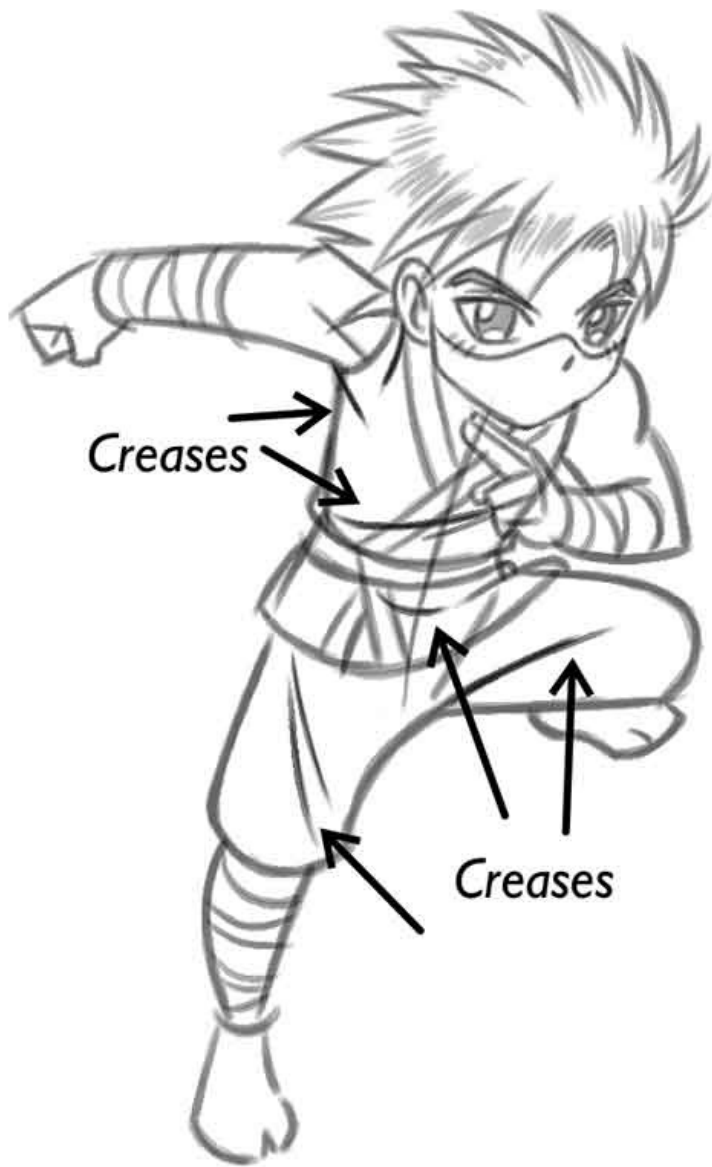


**35**



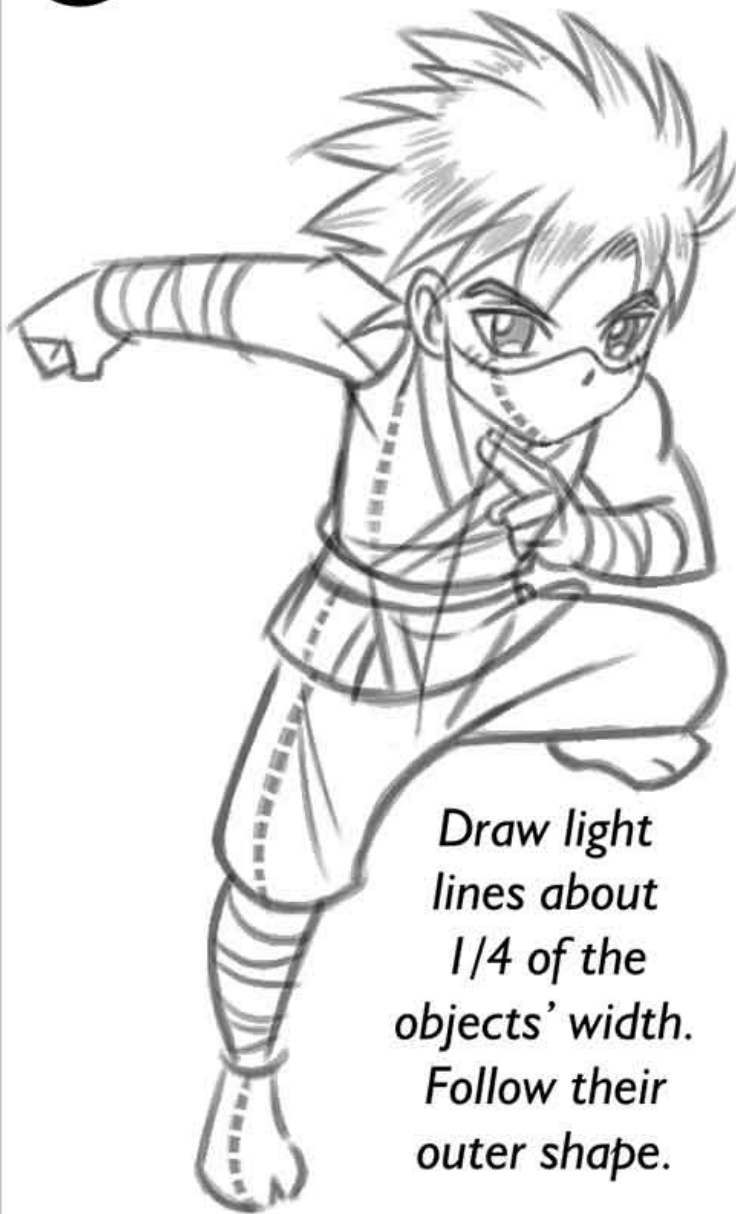
Draw the wrist wraps, also develop inner details for the jacket and right shoulder.

36



Develop the uniform's details  
to finish this drawing.

37



*Draw light  
lines about  
1/4 of the  
objects' width.  
Follow their  
outer shape.*

**SHADING:** First, we decide where the light source came from. In this example, it came from the right side.

38



Develop the shading lines. Use the clothing's creases as your visual cues.

39



Utilize every visual cues.

**40**



Develop the smaller areas  
also. Just follow the example  
above.

41



Fill in the shadow areas.

**42**

**FINISH!**



Add some additional hatches  
on the clothing, also on the  
wrist and leg wraps.



## **COURSE #4: KUNOICHI**



In the fourth exercise you will learn how to:

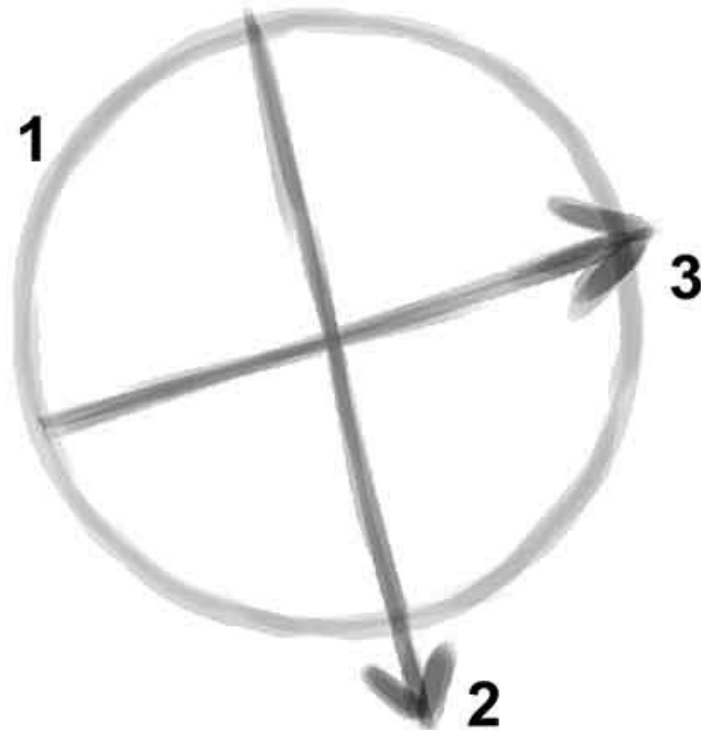
- Draw the head from side view.
- Draw different hairstyle.
- Draw a more challenging pose.
- Construct different outfit.
- Define a crouching figure's height.
- Draw shadows in a more advanced way.



**CONSTRUCTION: Use thin lines.**

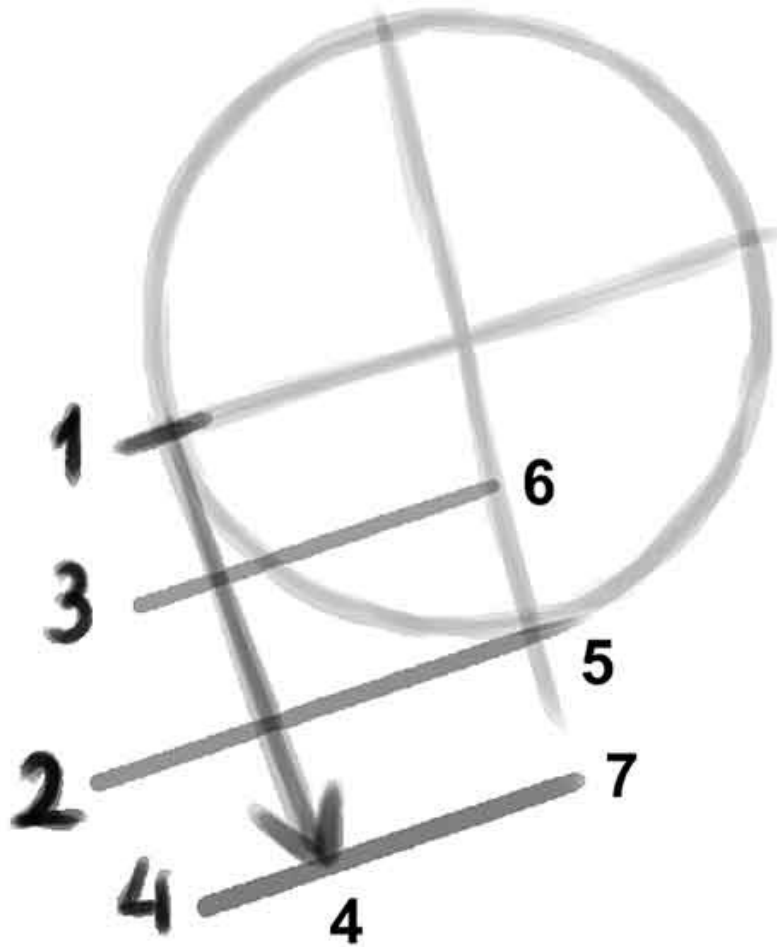
**1**

In this exercise, the center line (no 2)  
doesn't have to be made longer...



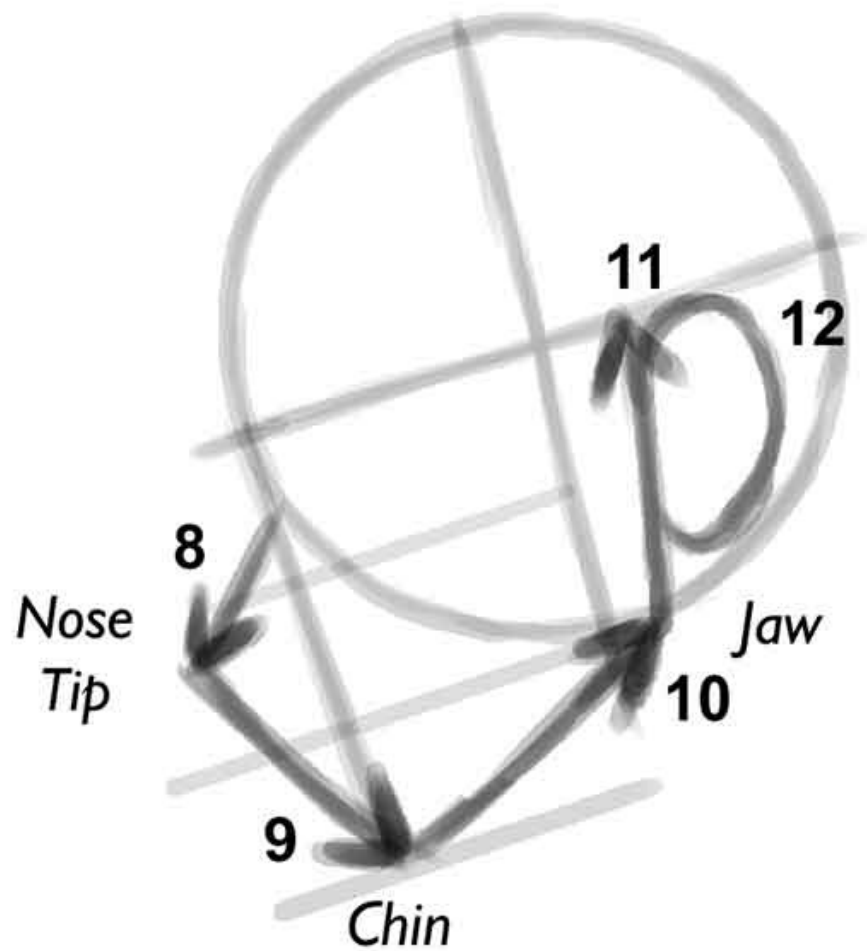
**2**

...since the head's center line is now placed on the rear.

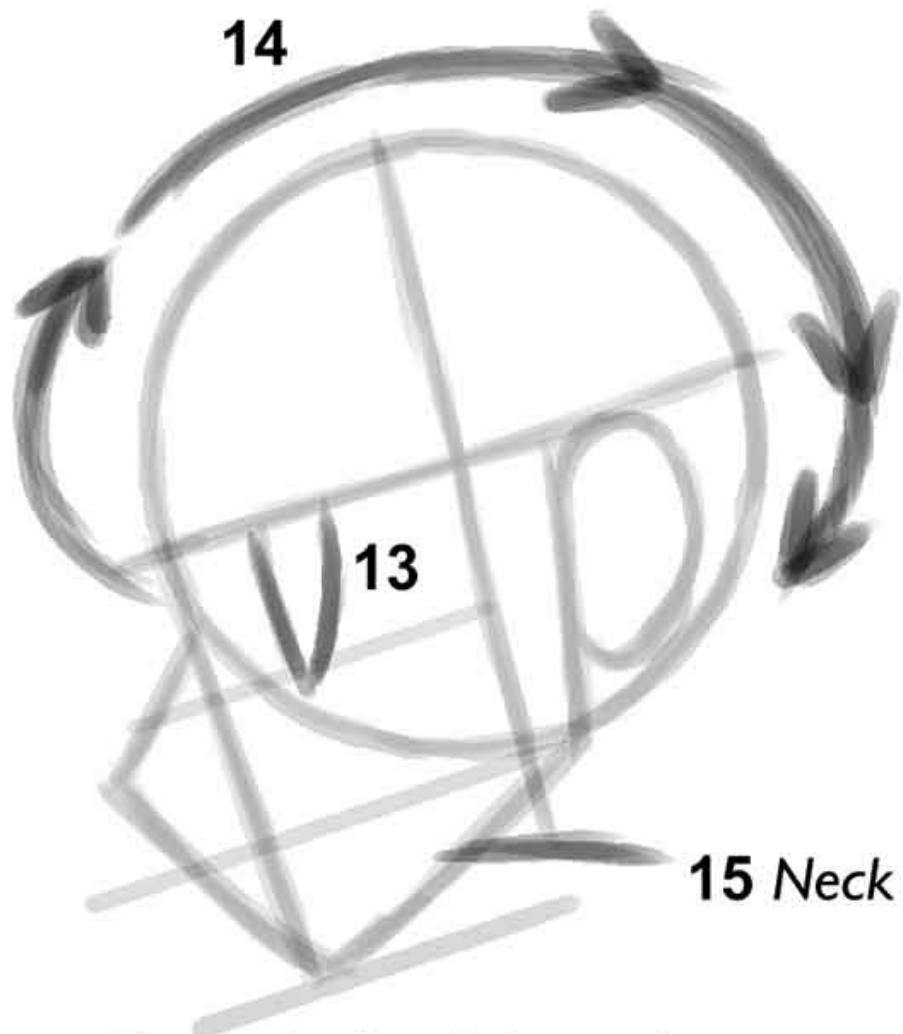


**3**

Follow constructing the head  
like shown below:

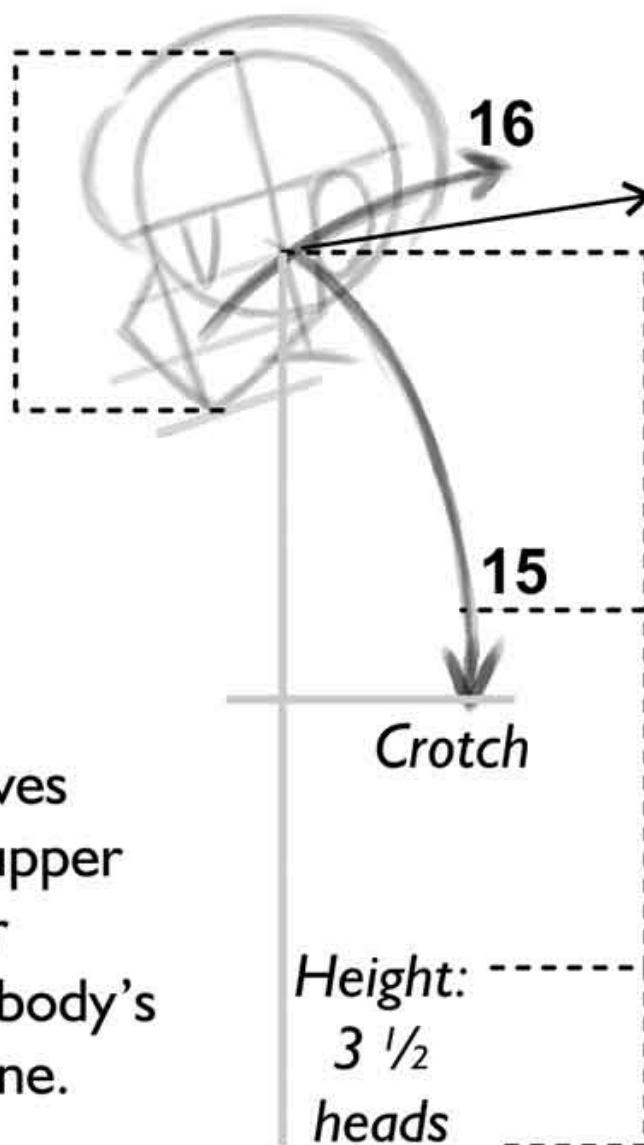


**4**



Draw the hair's boundary.

**5**



Draw  
two curves  
for the upper  
shoulder  
and the body's  
center line.

*Determine  
the body  
height  
from this  
point.*

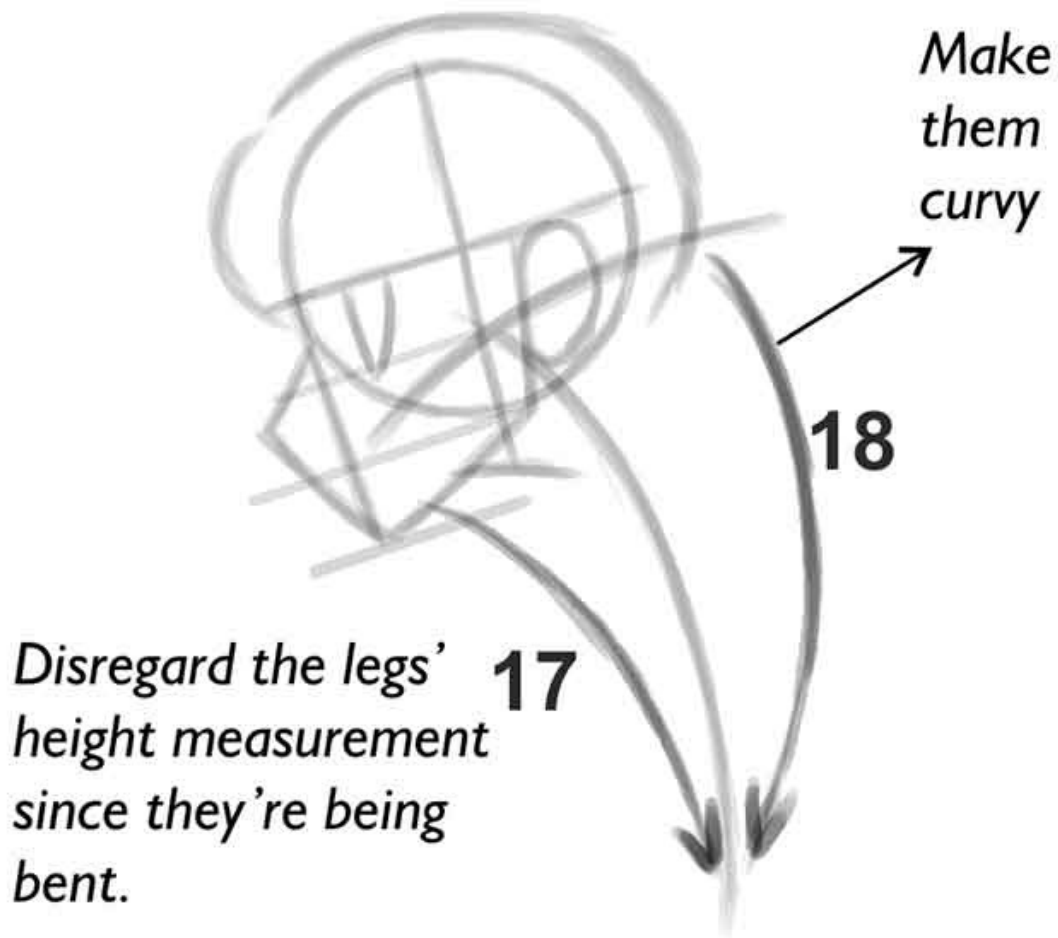
*Crotch*

*Height:  
3 1/2  
heads*



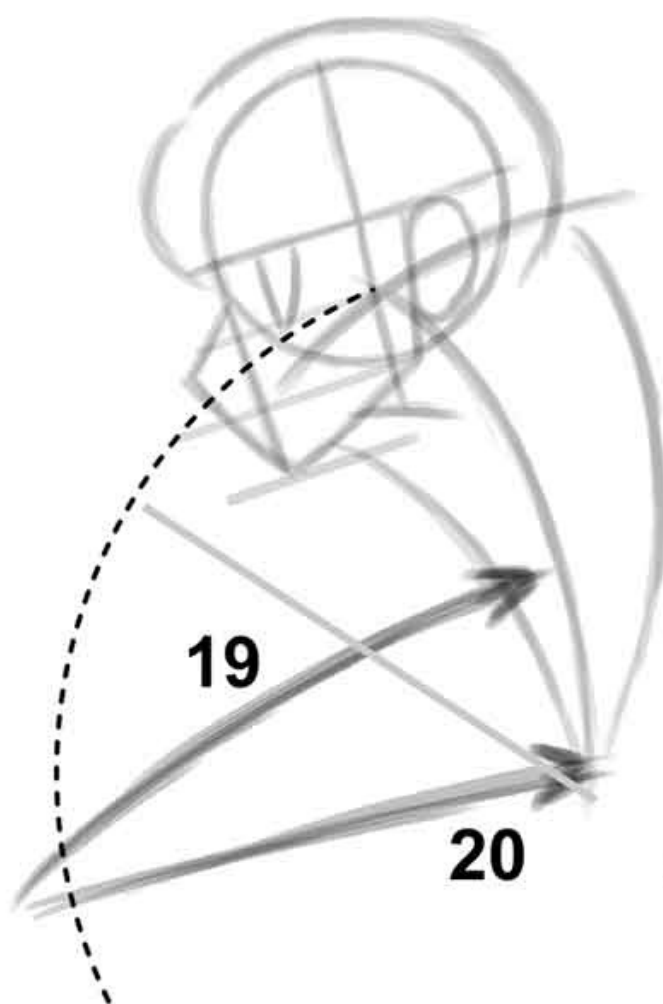
**6**

For females, construct the body  
as a triangle.



**7**

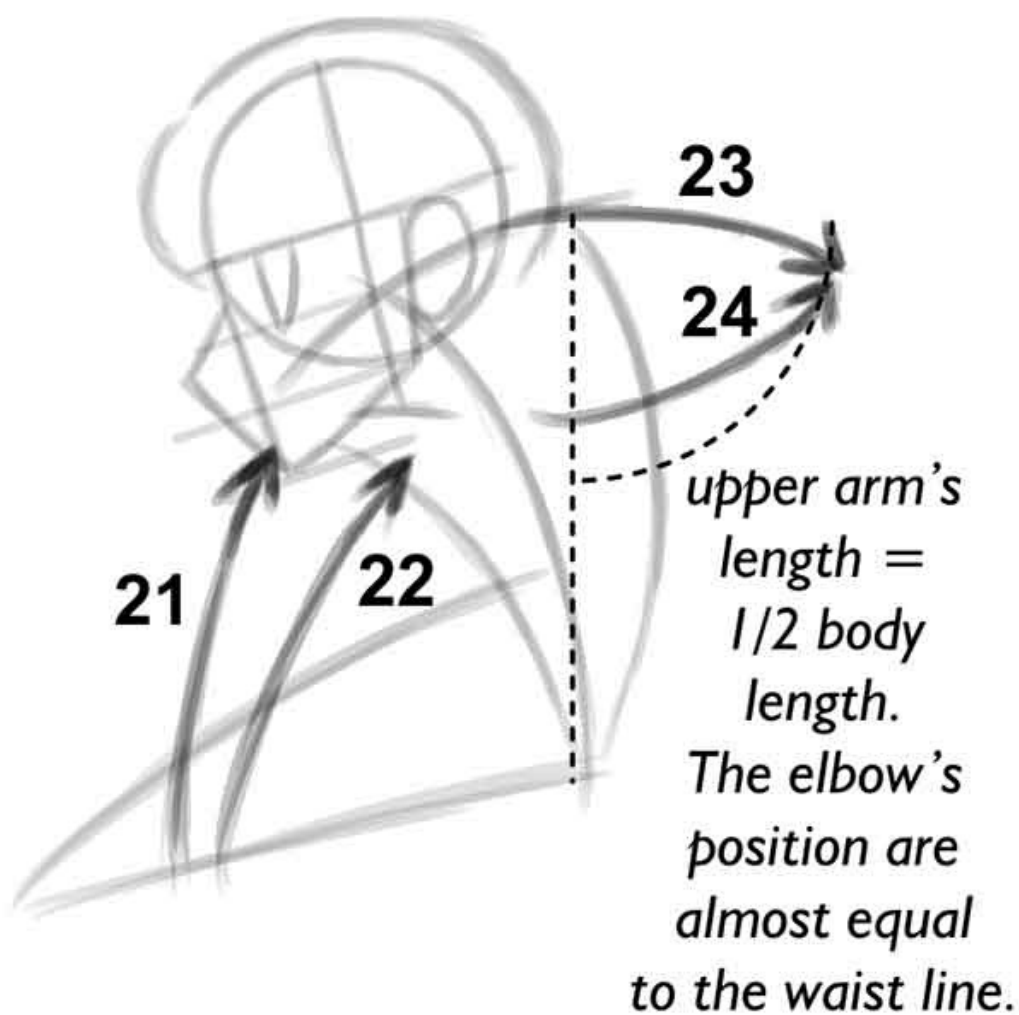
Draw her right leg as a triangle too.



*The total  
length of  
a leg  
is the same  
as the  
body height.*

**8**

Next is her arms. The left arm takes a bit more construction.



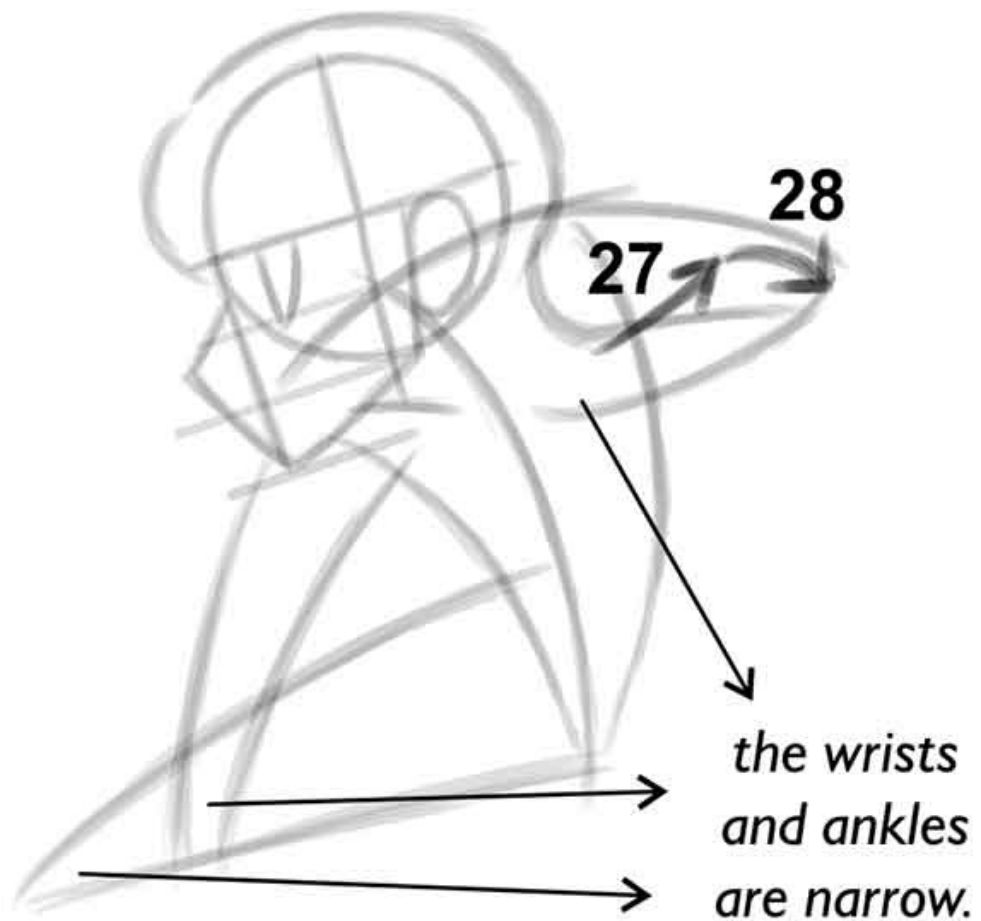
**9**

The left upper arm construction is like drawing a tube.



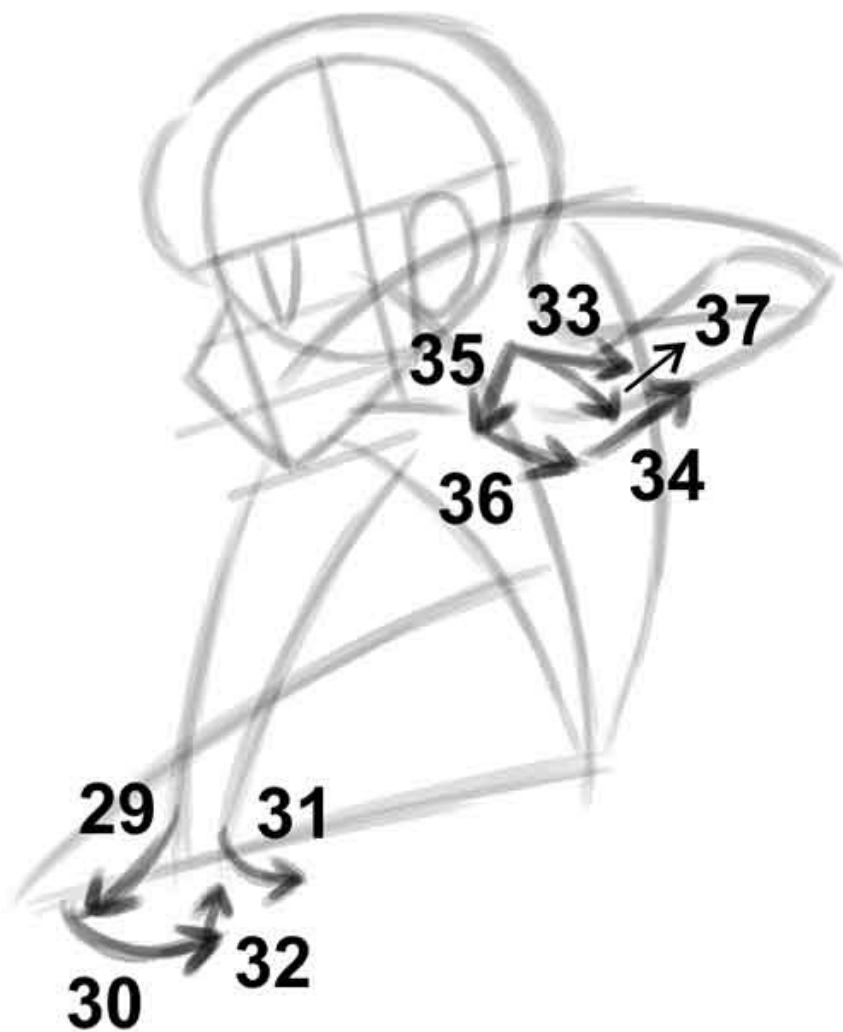
**10**

Do another tube for the  
left forearm.



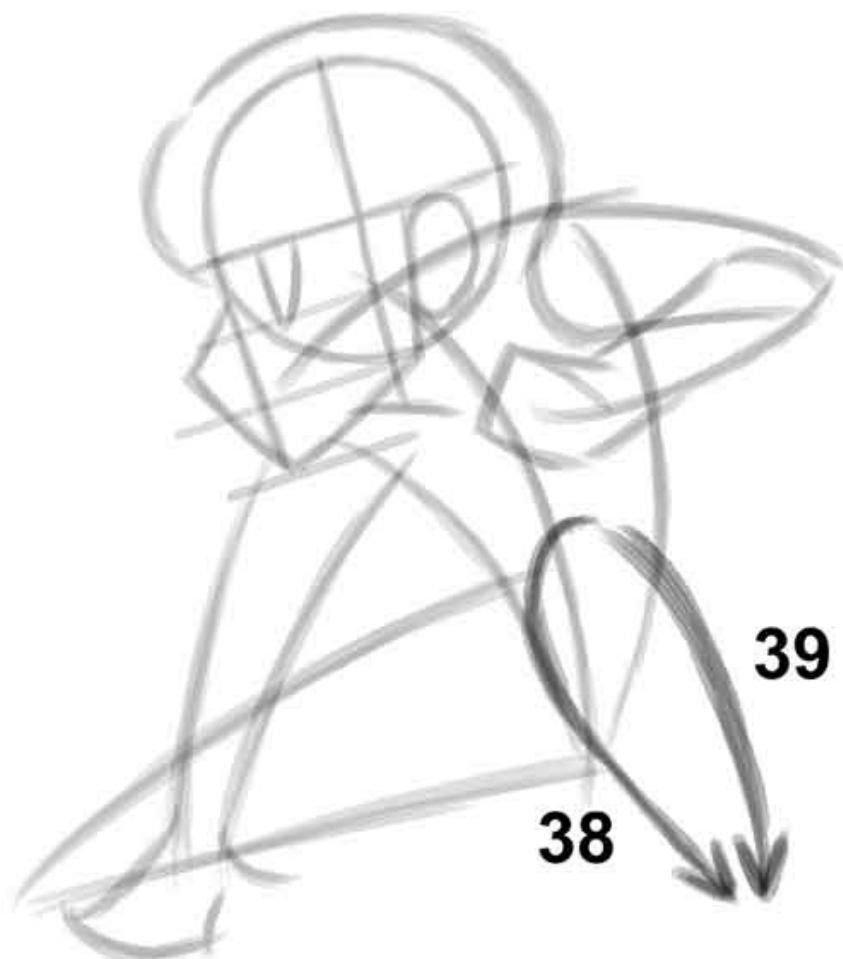
**11**

Next, construct the left knuckle, then the right hand.



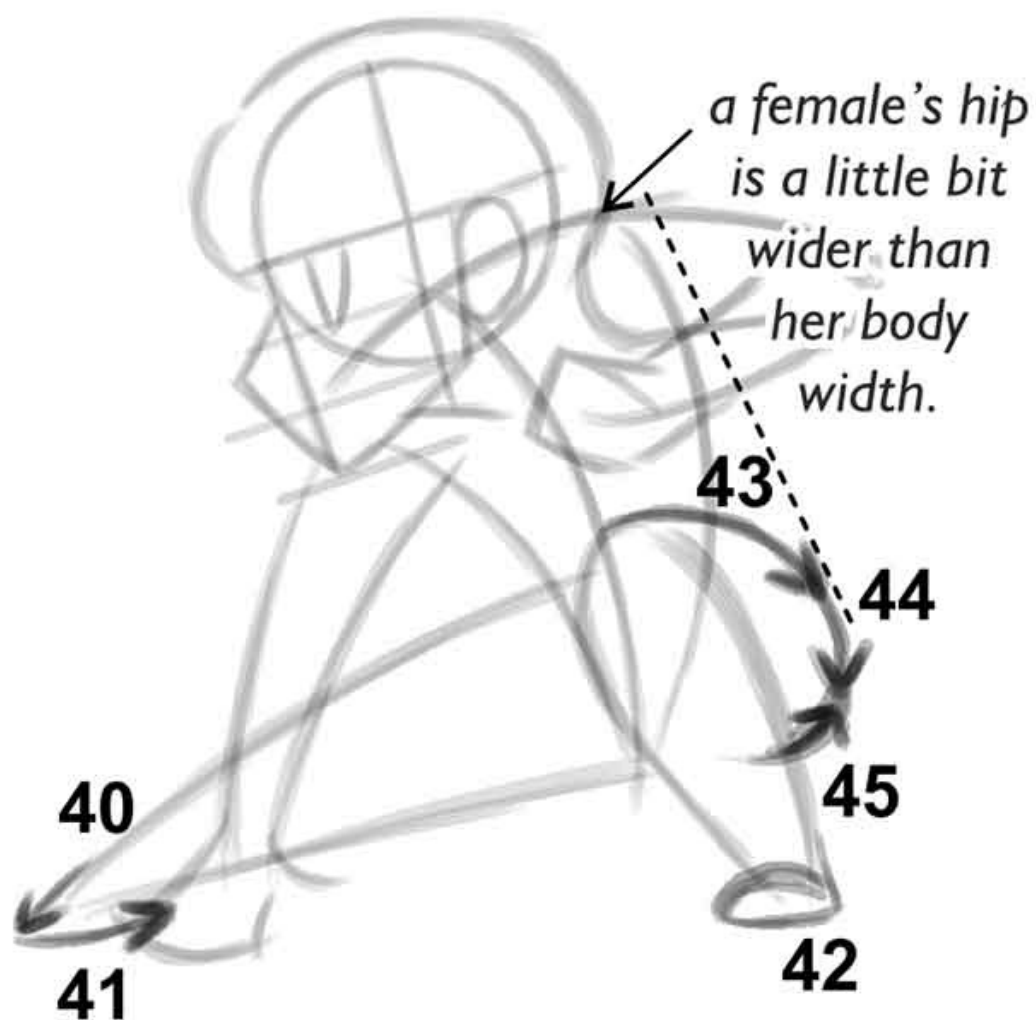
**12**

Now add the left leg.



**13**

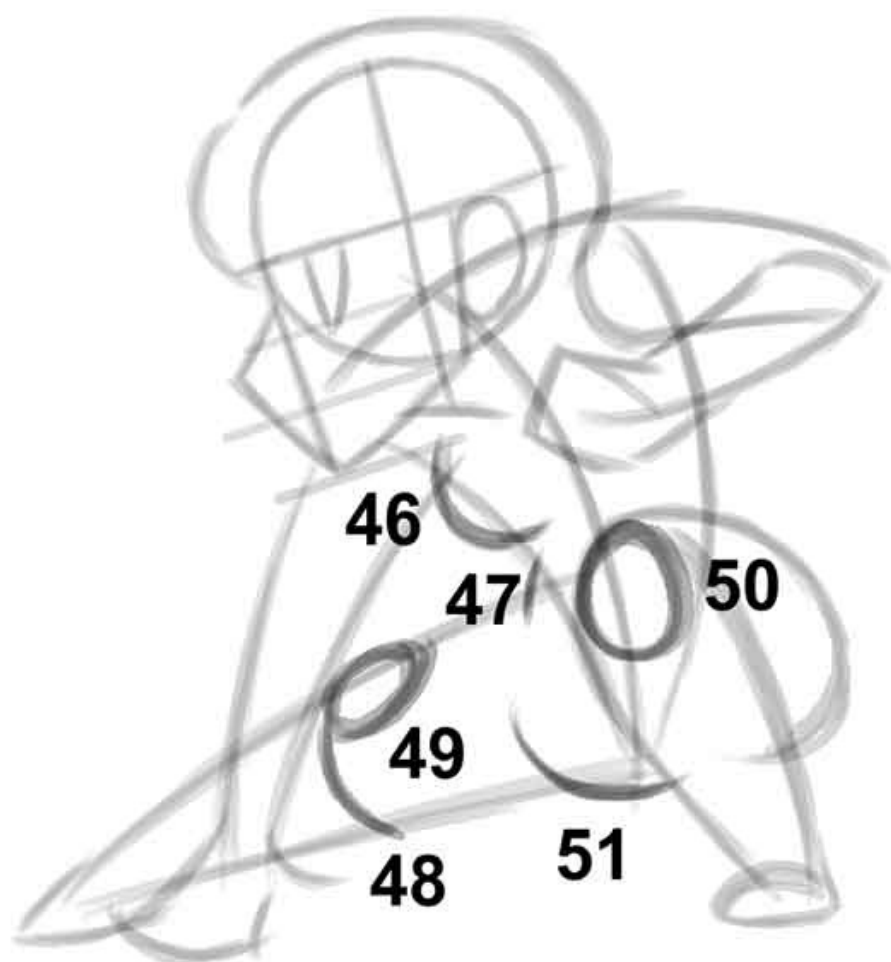
Construct the feet, and then the thigh.





**14**

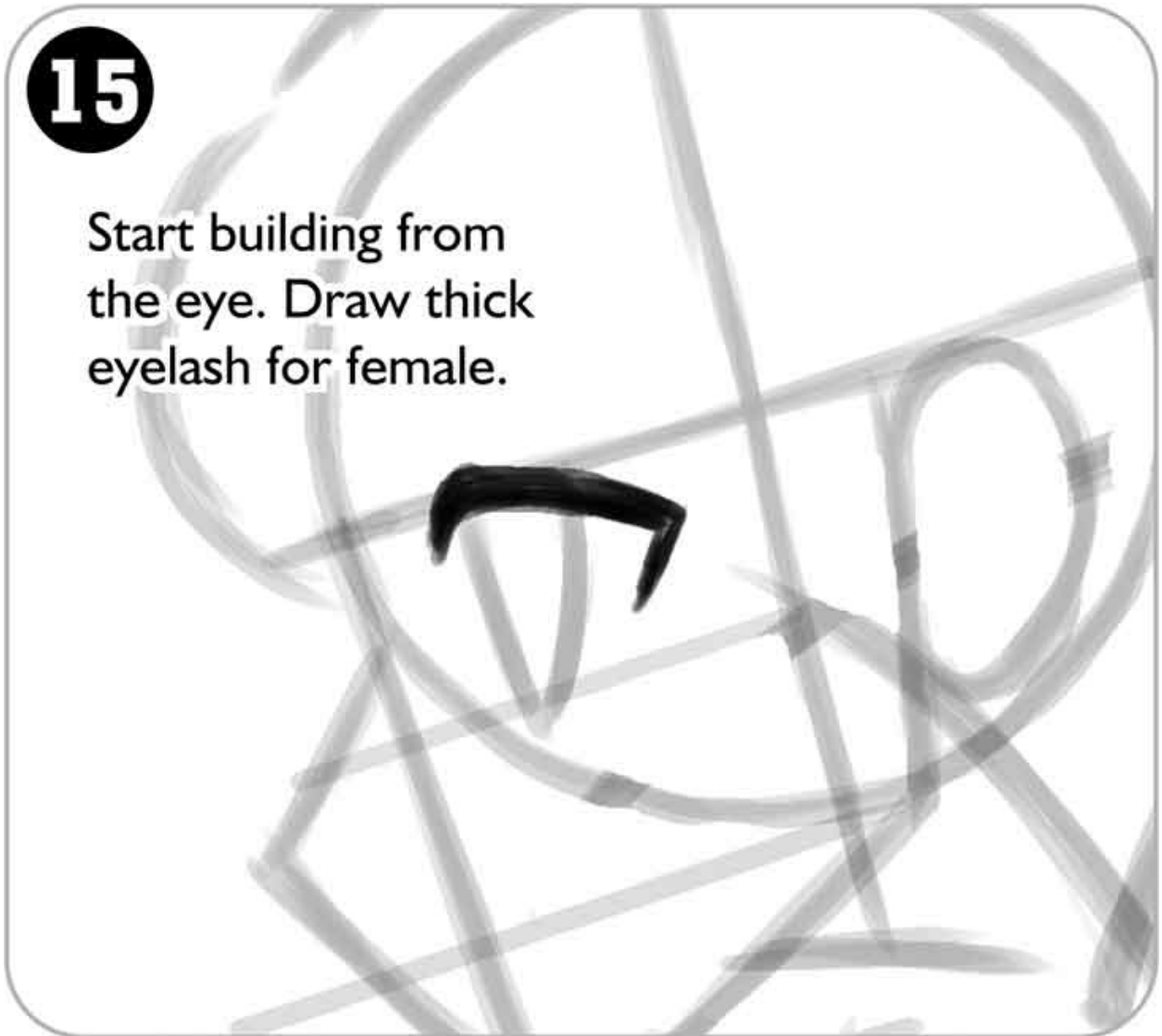
Draw several more circles and curves to finish our construction phase.



**BUILDING THE FINAL SHAPE: Use strong lines.**

**15**

Start building from the eye. Draw thick eyelash for female.



**16**

Add the strands,  
and develop  
the eye's shape  
further.



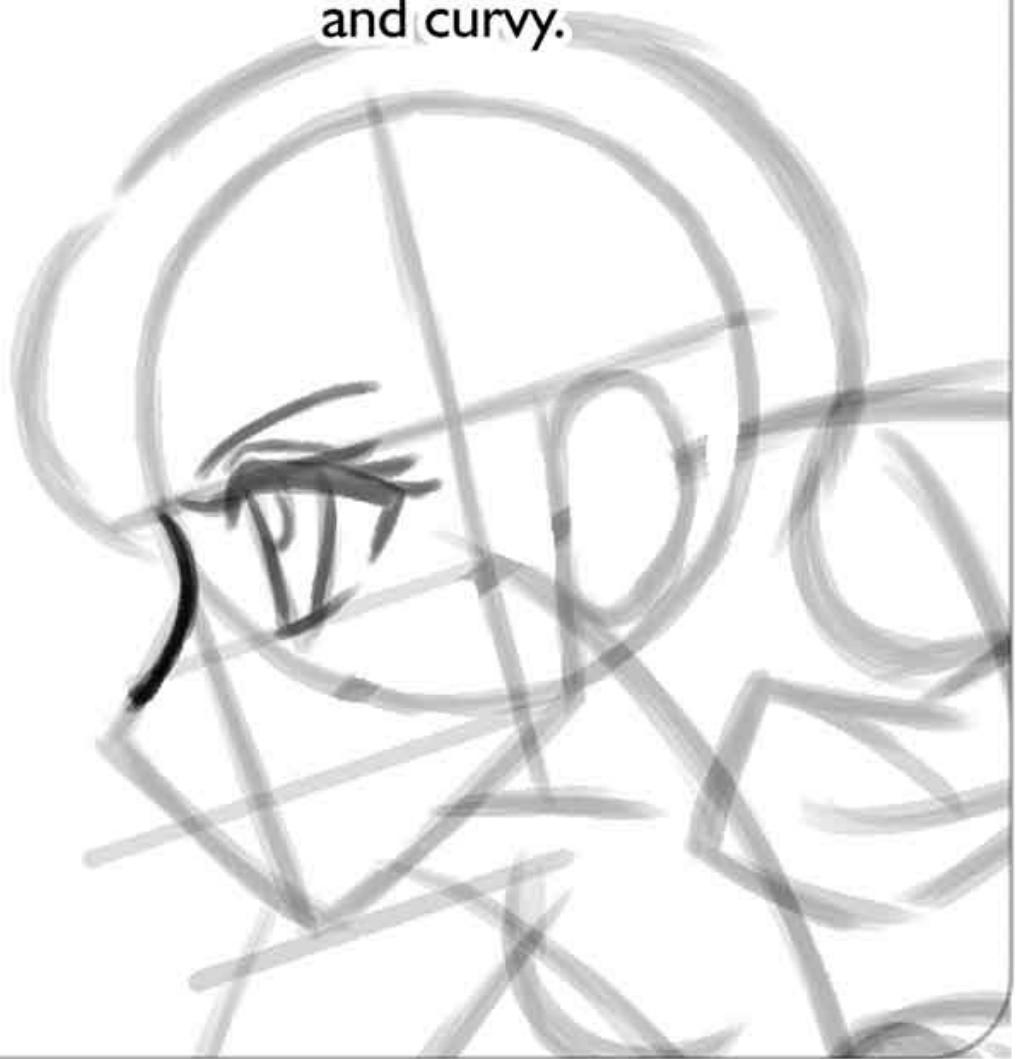
**17**

Draw the brow, add another  
curvy line for the eyelid, and  
then add the specular highlight.



**18**

Trace your construction drawing to build the nose slope. Make it smooth and curvy.



**19**

Build the nose tip.



**20**

Develop the upper lip, lower lip, and the chin's bulges, then the cheek and jaw line.



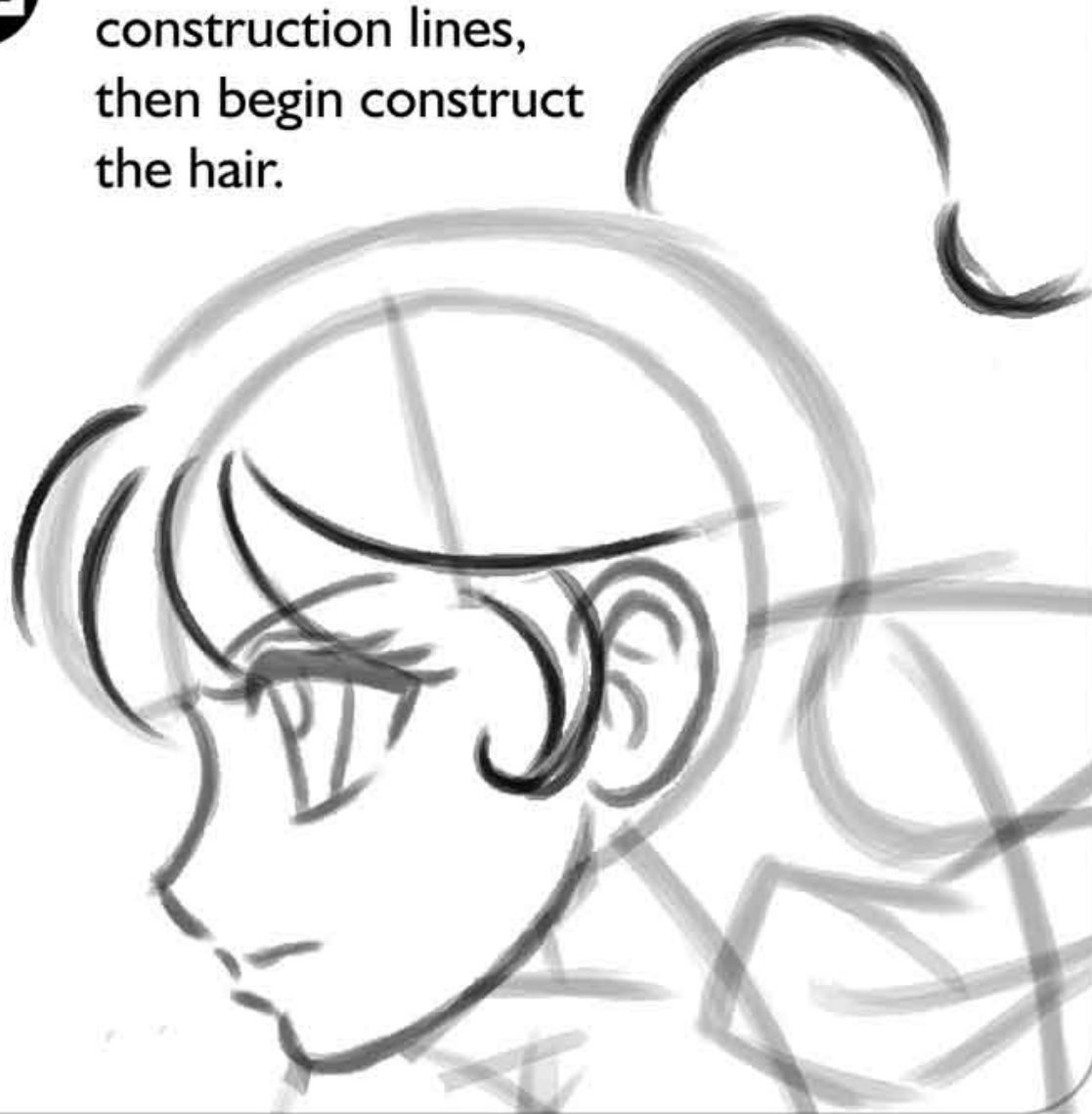
**21**

Add the mouth, then build the ear.



**22**

Erase any unused construction lines, then begin construct the hair.





**23**

Develop previous lines  
into hair strands.



**24**

Time to build the body details.  
Develop the neck first.

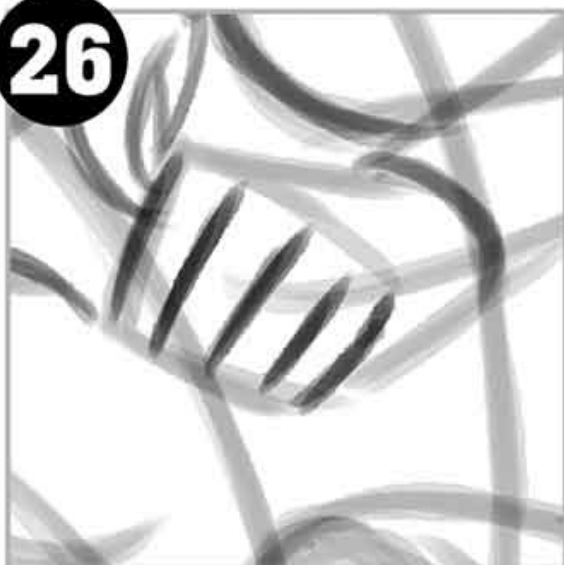


**25**

Then construct the outfit.  
Use medium lines.



**26**



Begin building the details for the left knuckle.

27

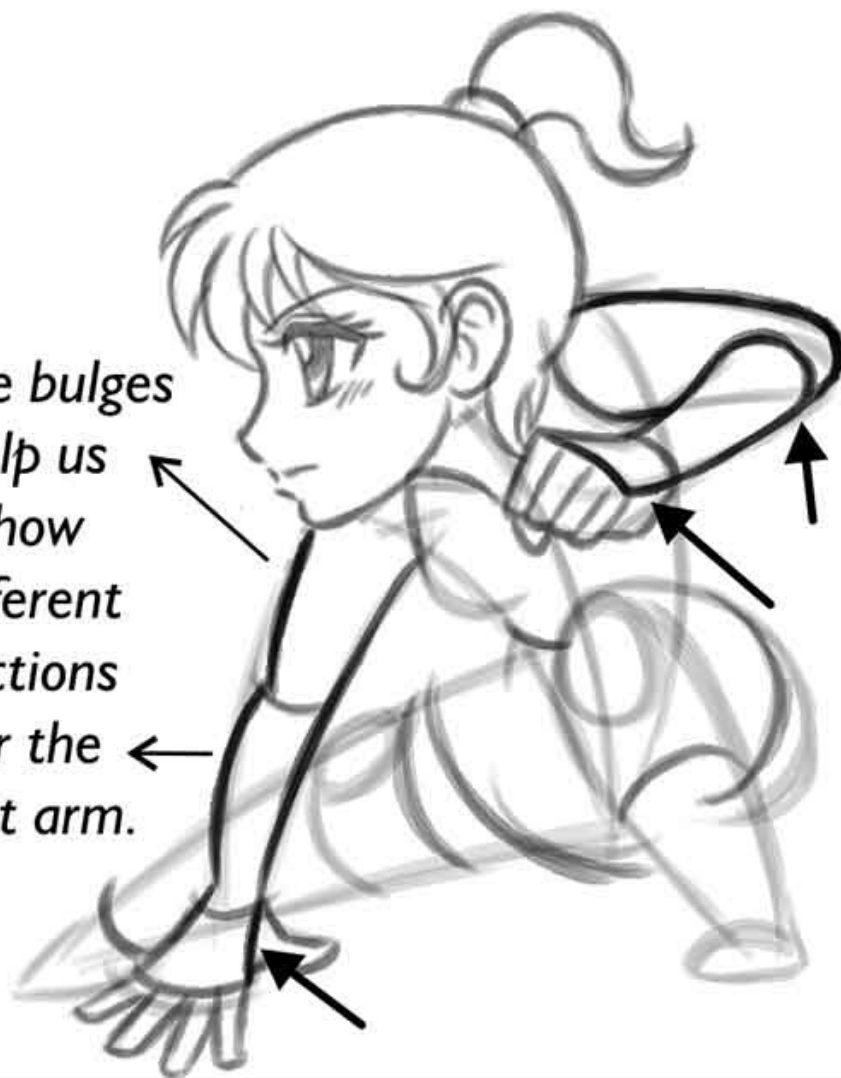


The right hand is a little bit more complicated.

**28**

Build some more details for the arms.

*These bulges  
help us  
show  
different  
sections  
for the  
right arm.*



**29**

Afterward, we can shift our focus into other shapes behind the left arm.



**30**

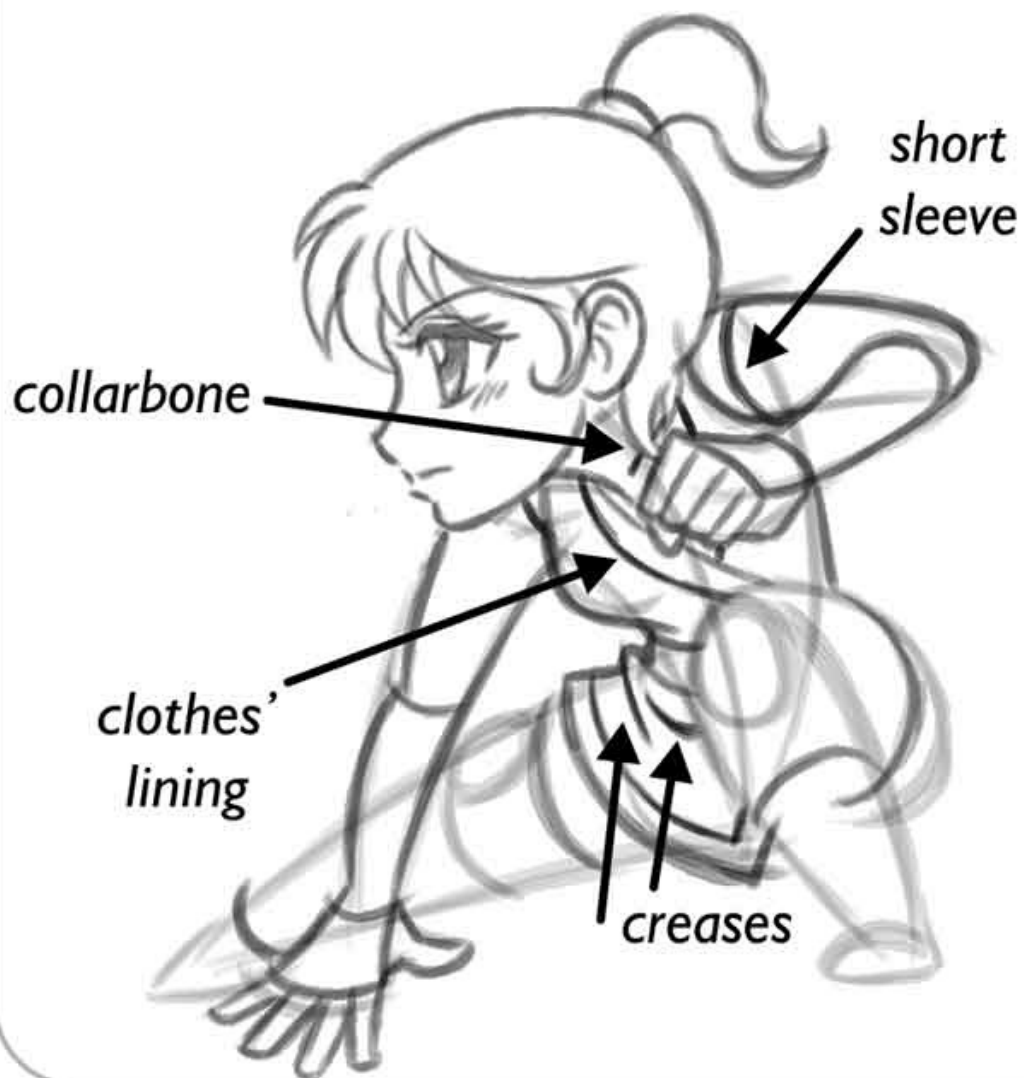
Develop the uniform's outer shape first.





**31**

After those established, develop the inner details.



**32**

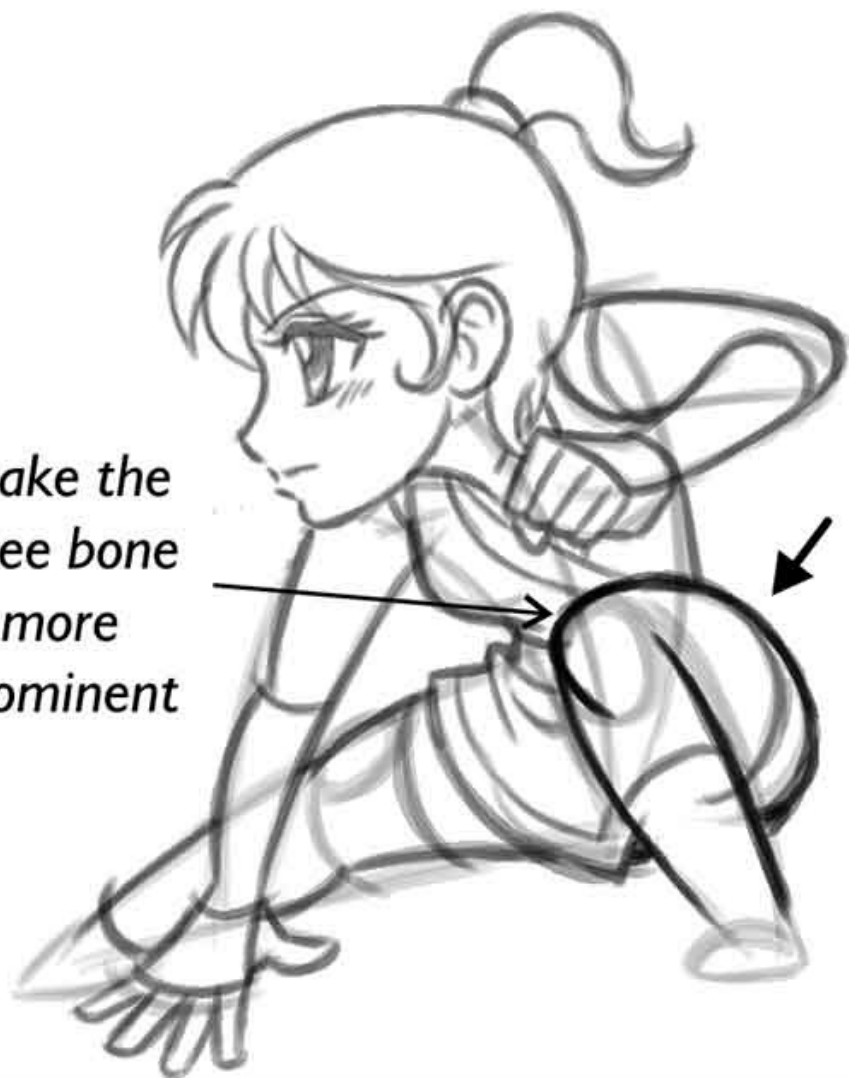
Build the lower body's detail. Begin from the right leg.



**33**

Continue your effort to the left leg.

*Make the  
knee bone  
more  
prominent*



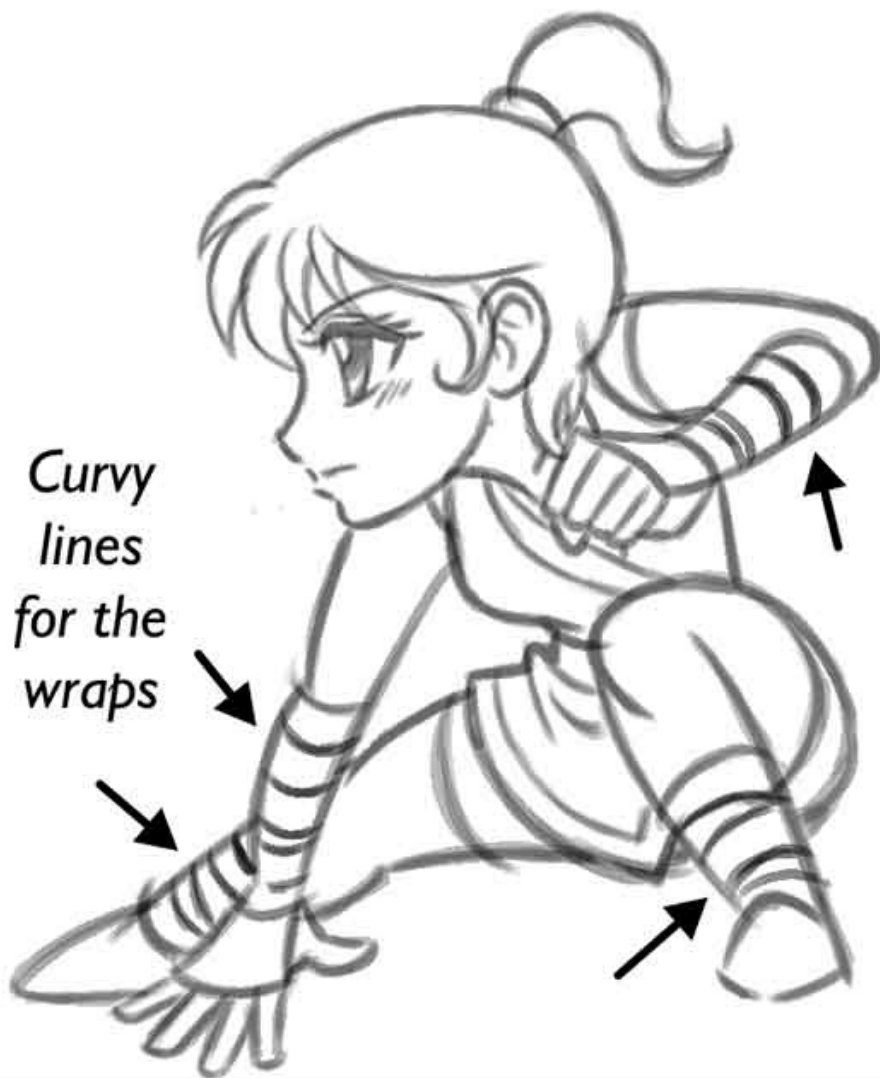
**34**

Use simple shapes for the feet soles.



**35**

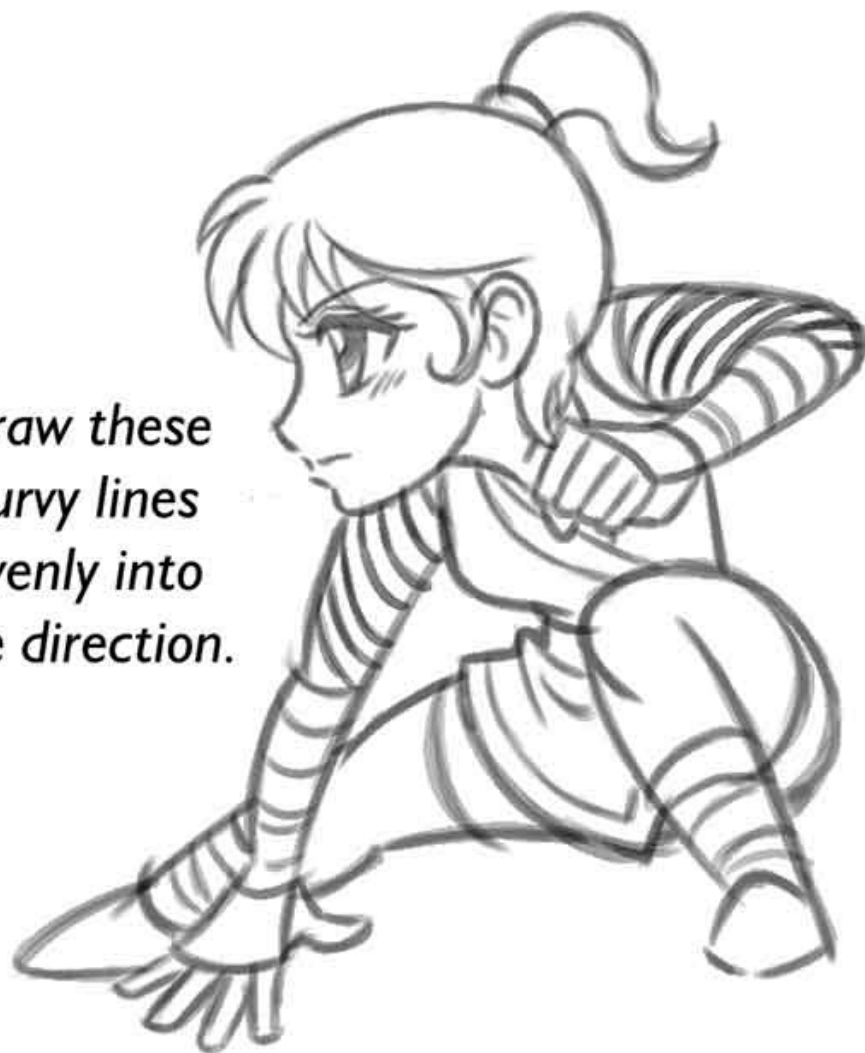
Erase every unused construction lines,  
and add more details.



**36**

Inner detail for the chain mail, step one.

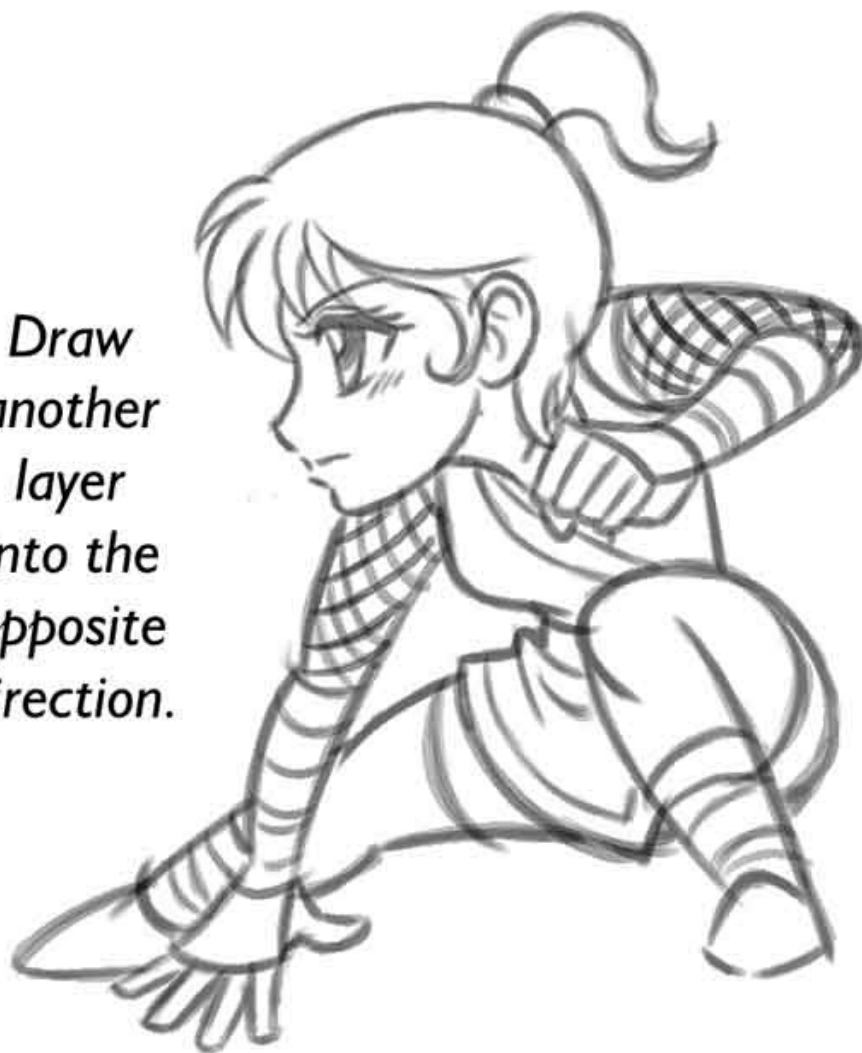
*Draw these  
curvy lines  
evenly into  
one direction.*



**37**

Inner detail for the chain mail, step two.

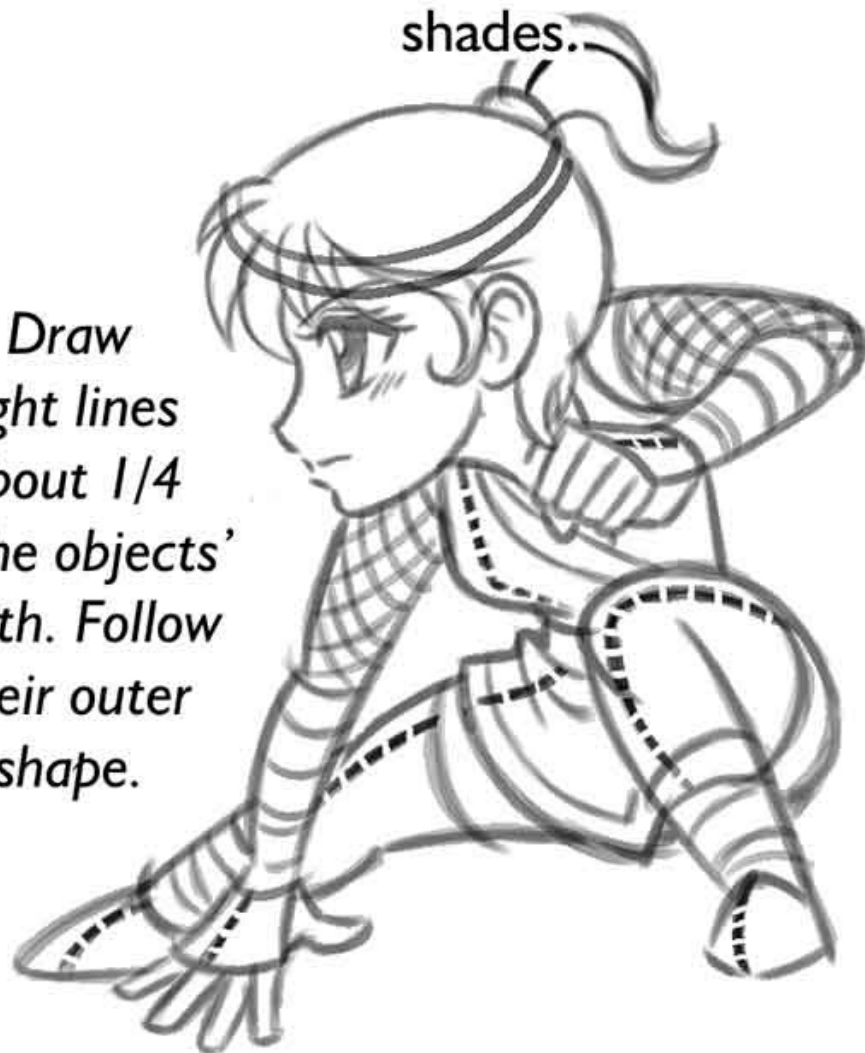
*Draw  
another  
layer  
into the  
opposite  
direction.*



**38**

**SHADING:** Construct several light lines for the hair's highlight and the uniform's shades.

*Draw light lines about 1/4 of the objects' width. Follow their outer shape.*





**39**

Develop their shape. Add the ground shadow by drawing an oval.



40

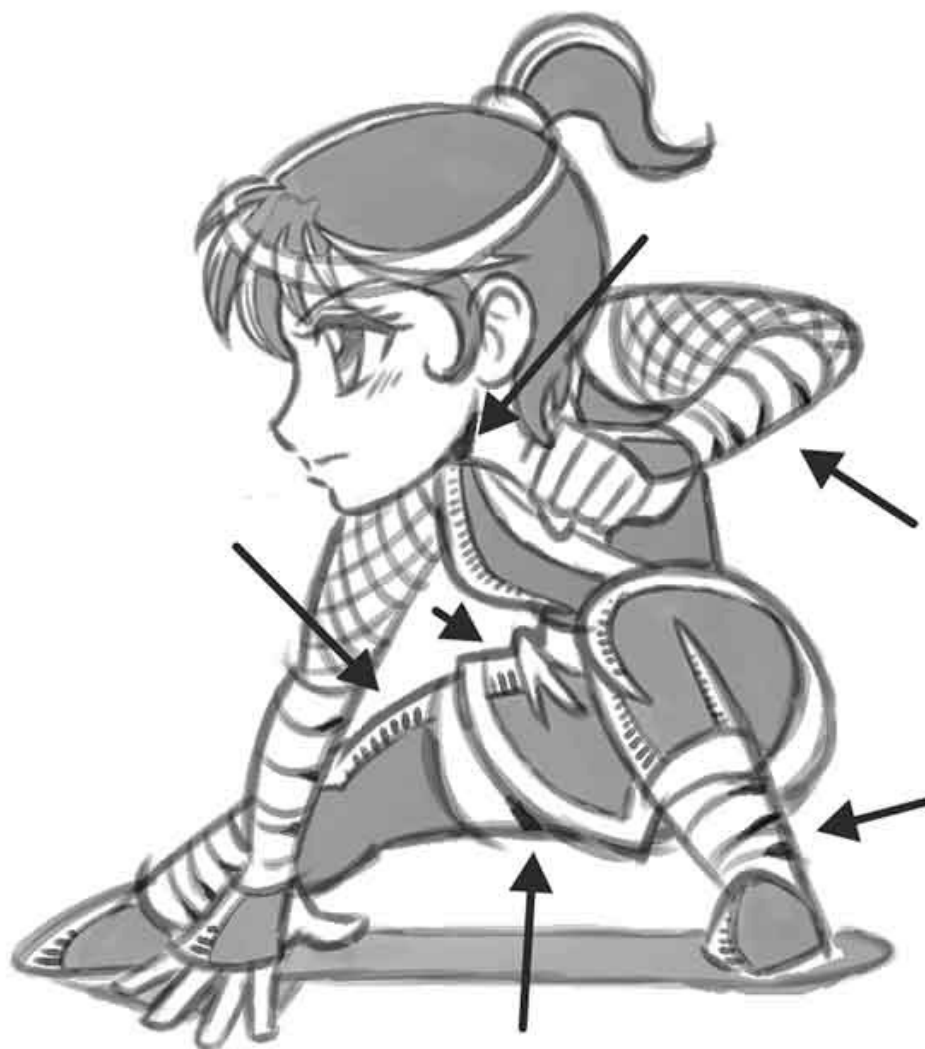
Fill the shadow areas.



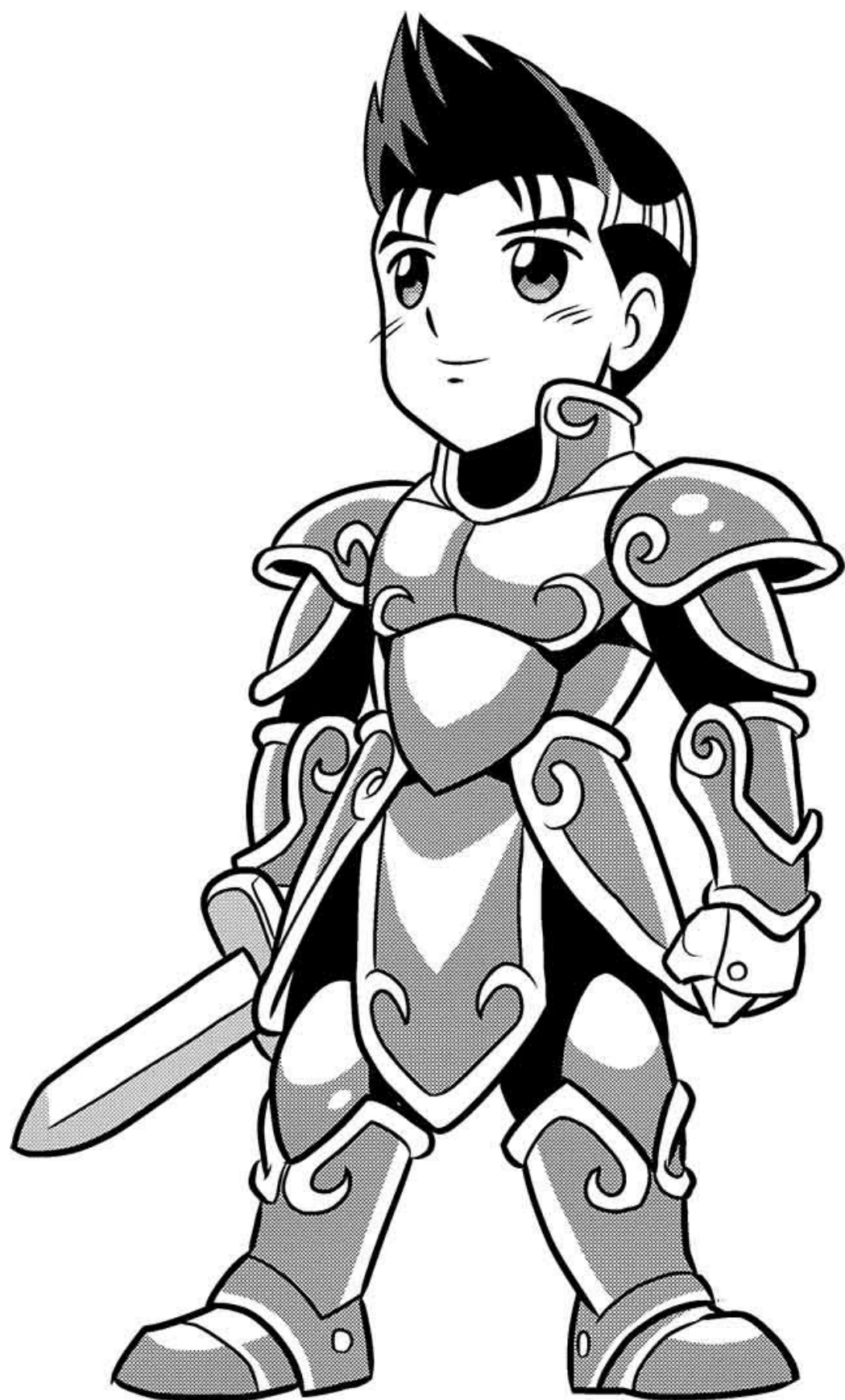
**41**

As a finishing touch, add some more hatches and more shadows on the corners.

FINISH!




# **COURSE #5: KNIGHT**



We're halfway through! If you have done all four previous exercises, well done! In the fifth exercise you will learn how to:

- Draw a chibi knight from a lower camera view.
- Draw different hairstyle.
- Draw armor using simple shapes.
- Divide the light and shadow areas on your figure.

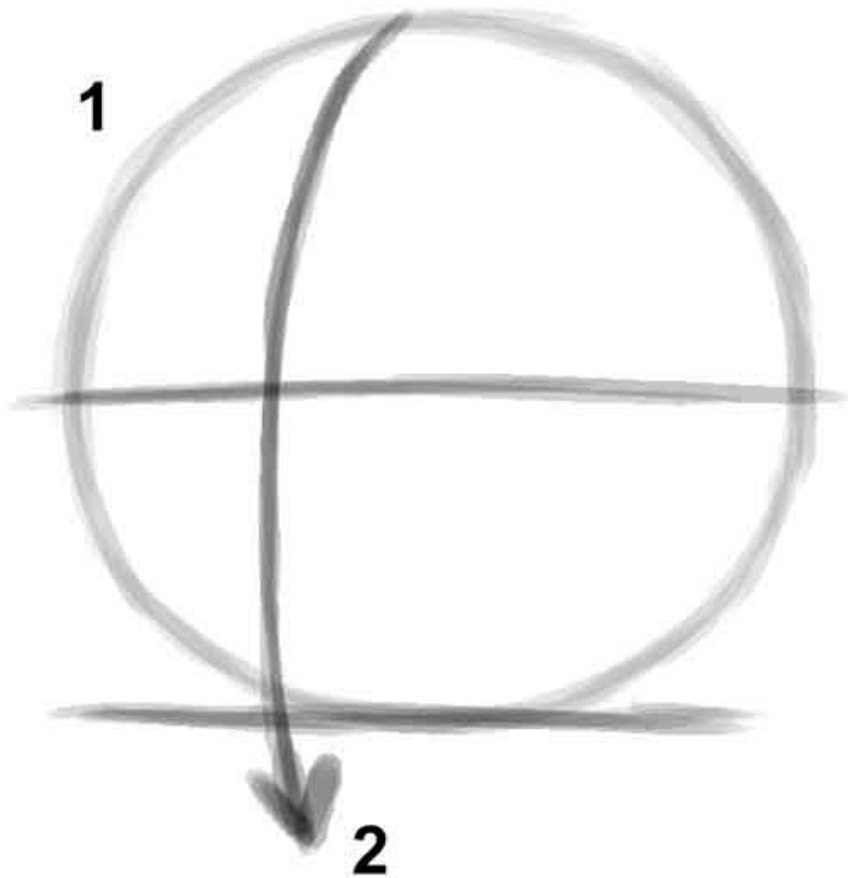


WE'LL  
BATTLE WITH  
MANY LINES  
THIS TIME!

PREPARE  
YOUR SPIRIT!  
YEAH!

**CONSTRUCTION: Use light lines.**

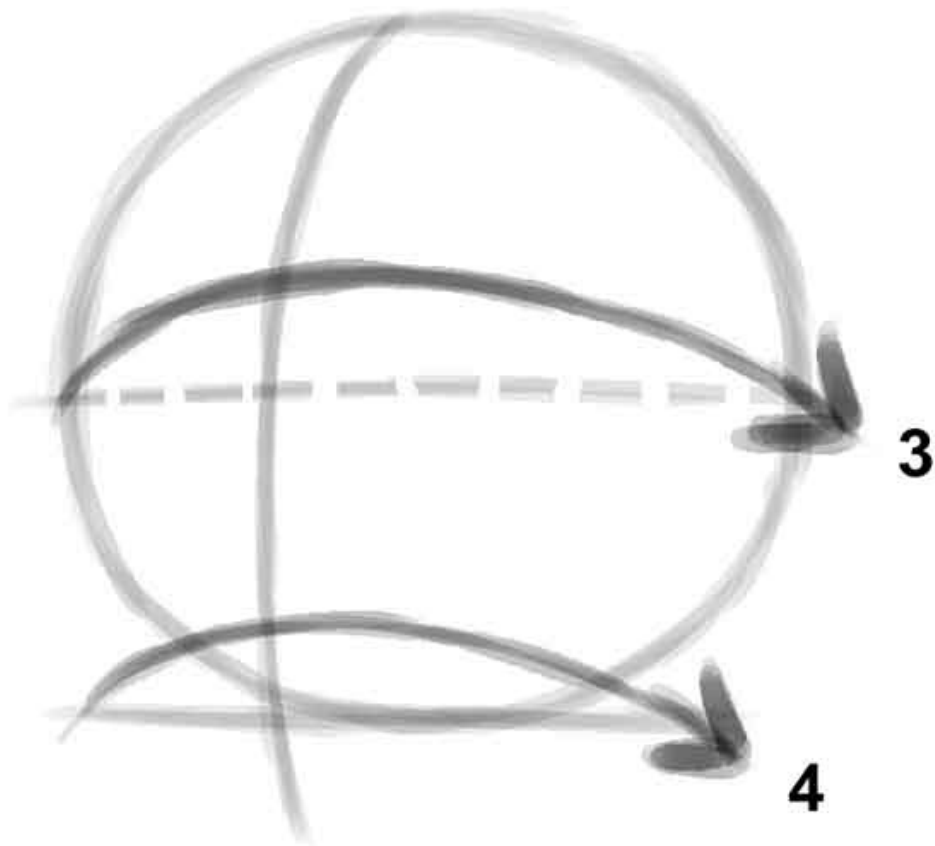
- 1** Like other previous exercises, draw the head as a circle; then divide its section.





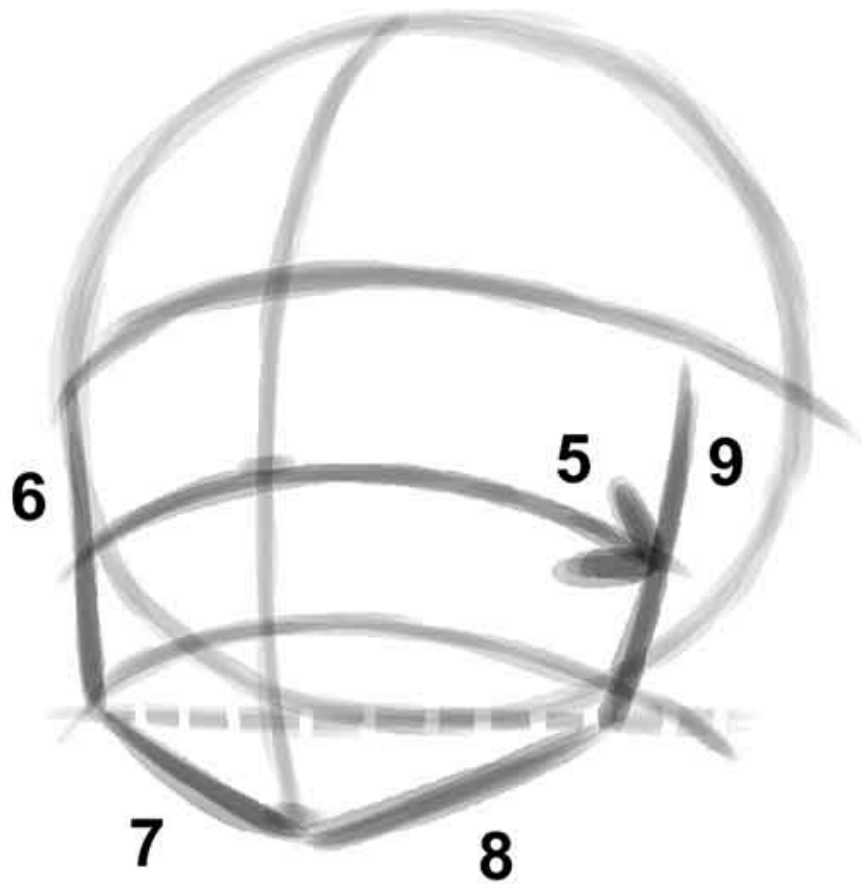
**2**

But for lower camera view, we convert the horizontal guidelines as follow:



**3**

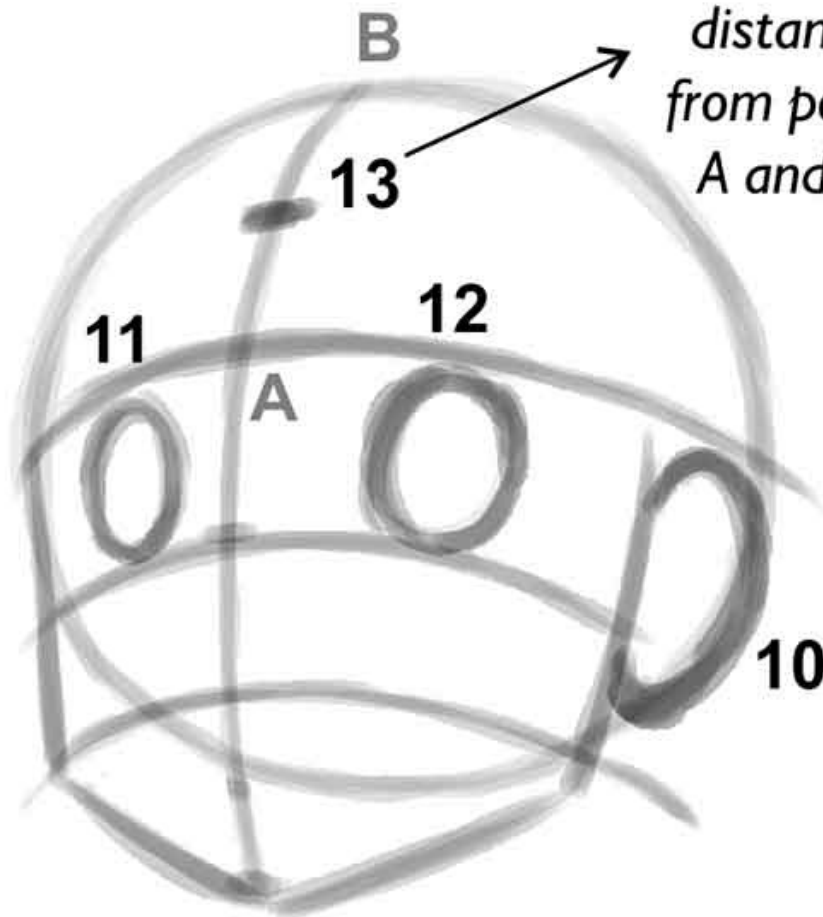
Erase the unused horizontal lines,  
and continue as shown below:



**4**

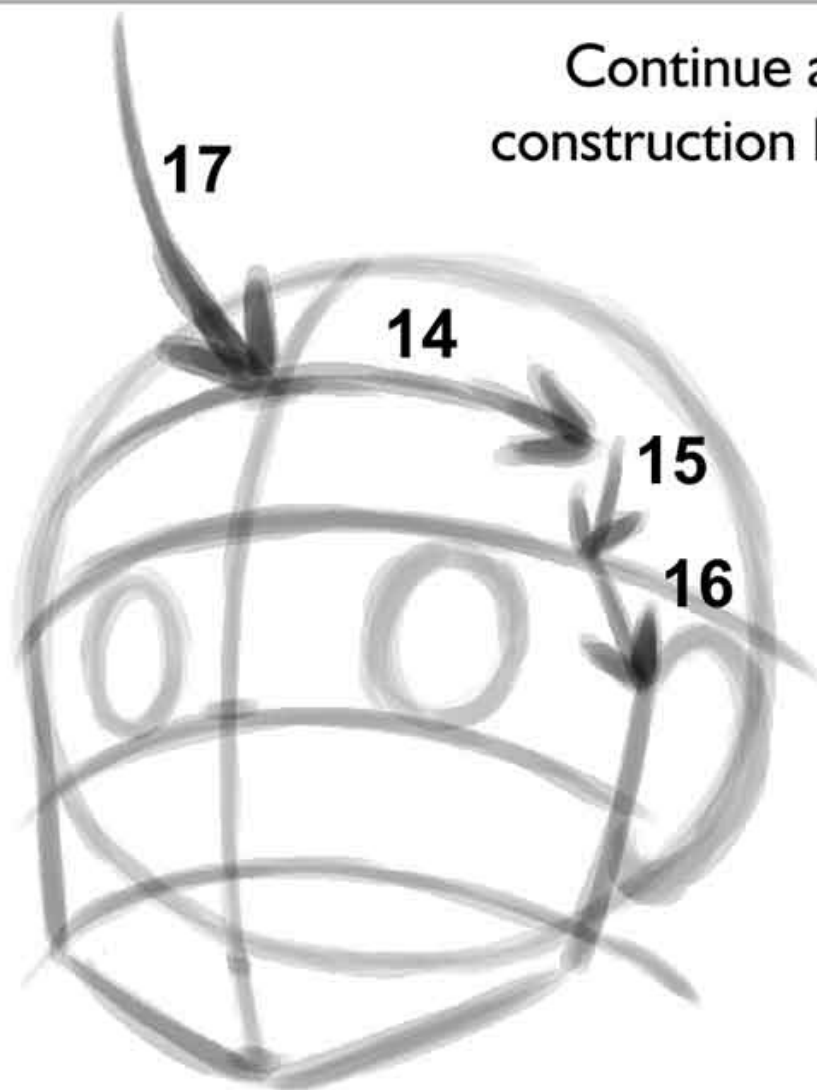
Add the eyes and the left ear, then find the position of the hairline.

*Half the  
distance  
from point  
A and B*



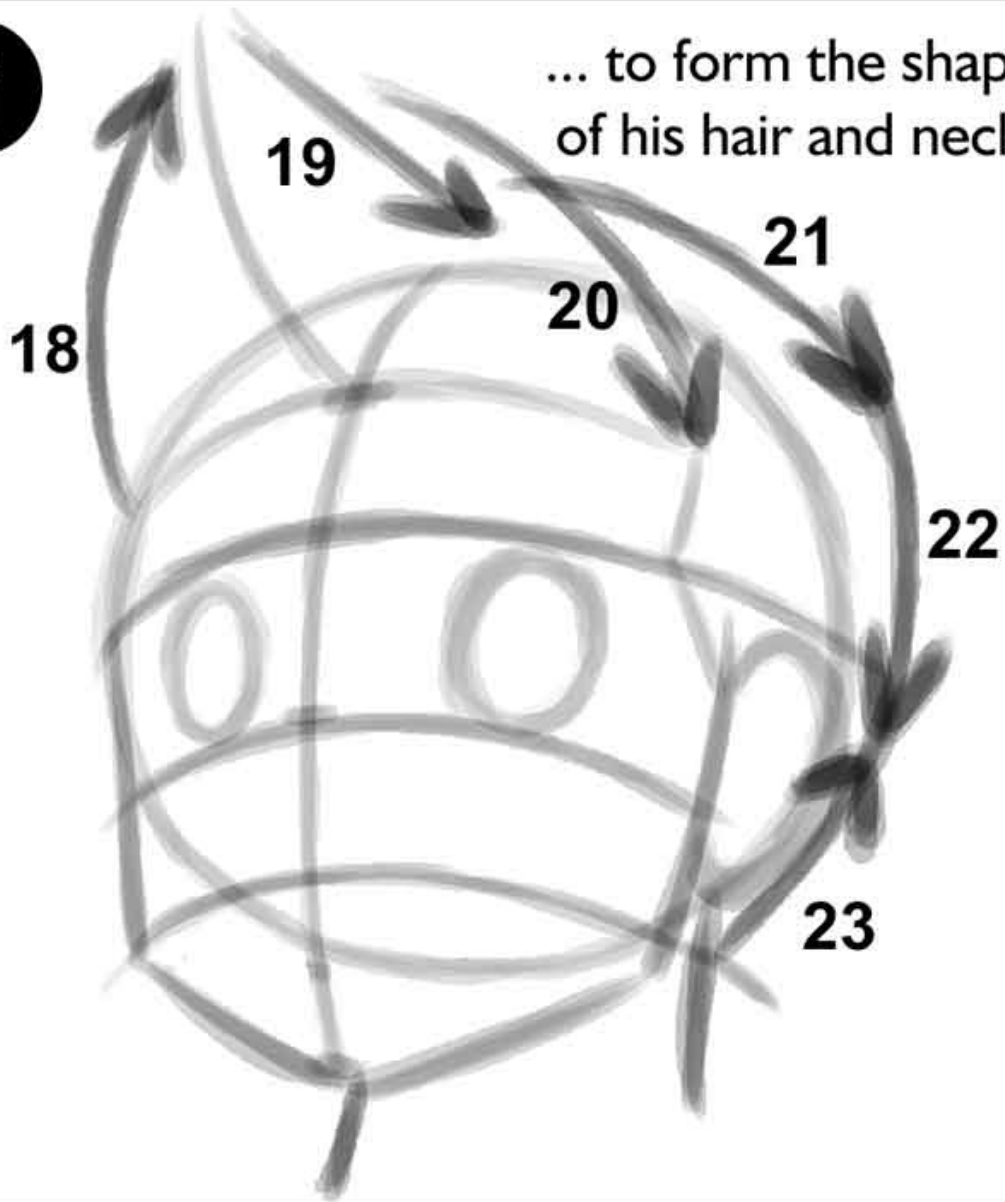
**5**

Continue adding  
construction lines...



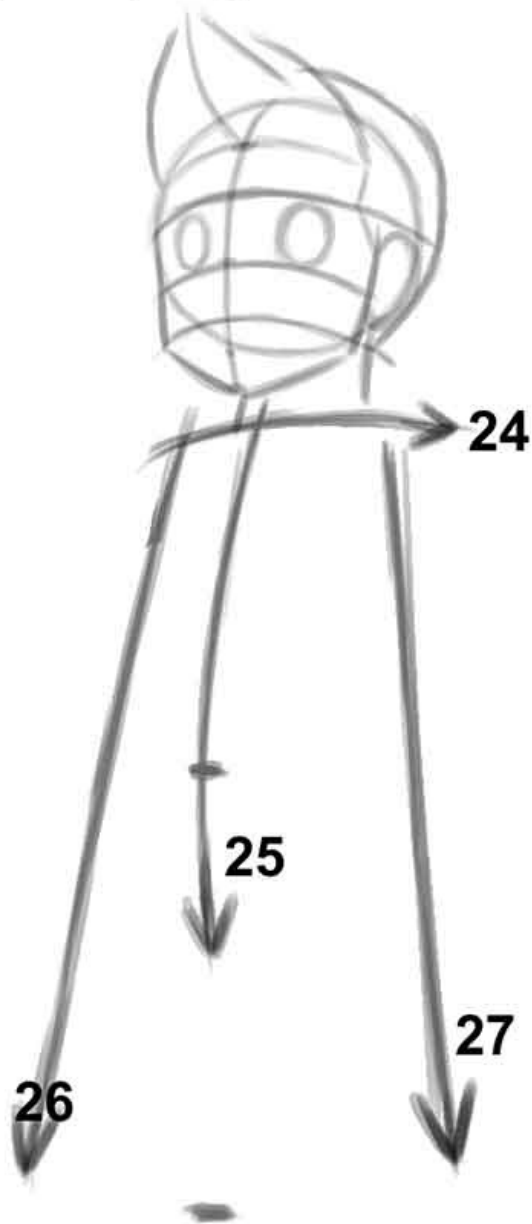
**6**

... to form the shape  
of his hair and neck.



**7**

*Body height: 2 ½ heads*



Draw the boundary for his body. Widen the lower ends, since we're viewing from below

8



Construct the right leg.  
Make the thigh to be a bit  
wider than the lower leg.

**9**

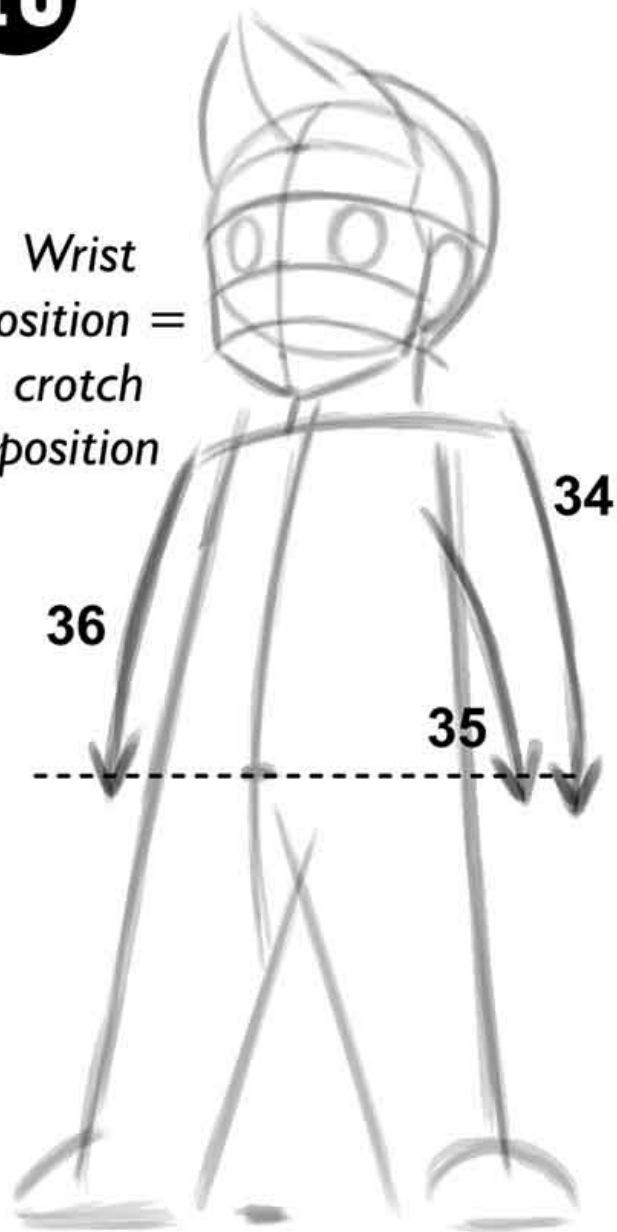


Now construct the left leg. This side covers the right leg.



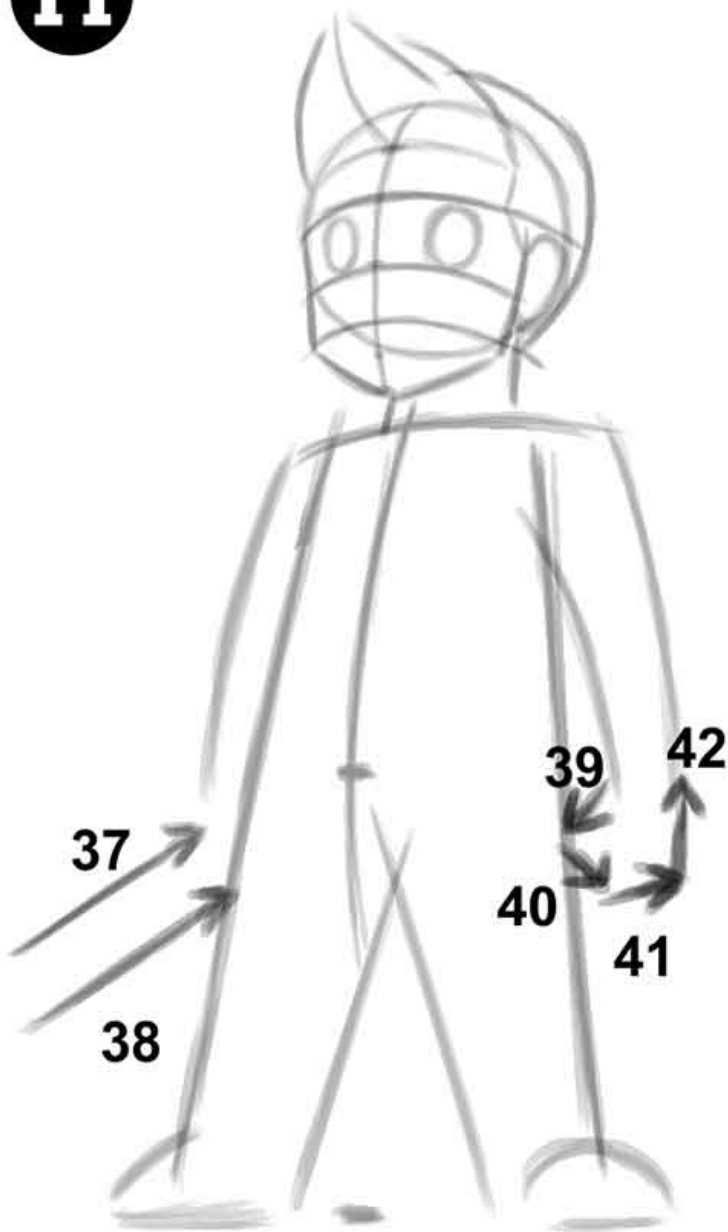
**10**

Wrist  
position =  
crotch  
position



Construct the arms.  
The upper ends are wider.

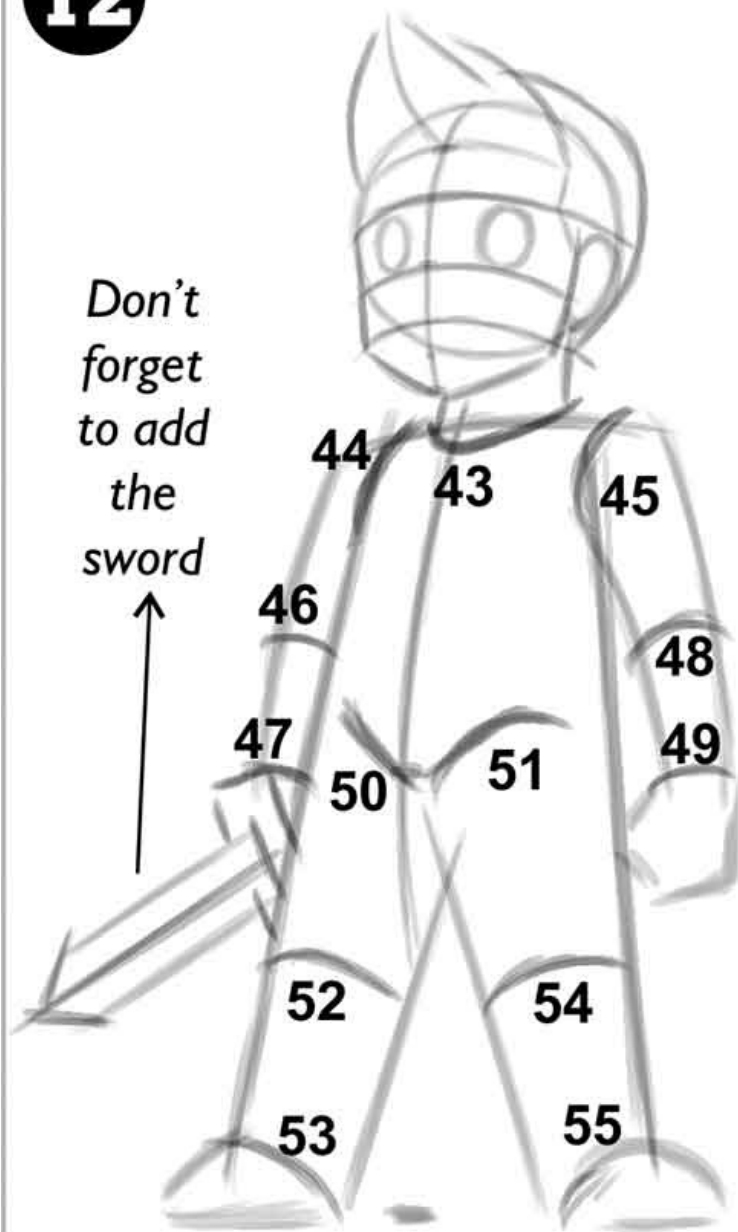
**11**



Draw the left knuckle.  
We left out the right hand  
since it's being covered by  
the sword.

**12**

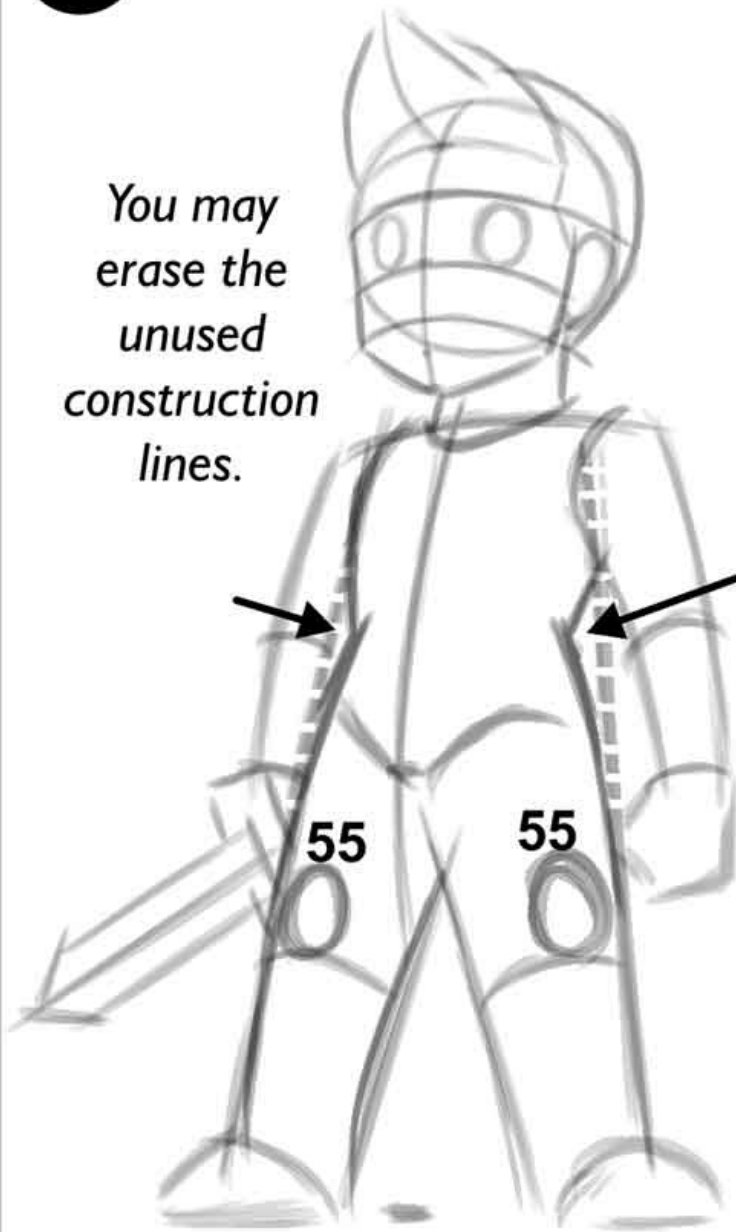
*Don't  
forget  
to add  
the  
sword*



Define the joint's sections.

**13**

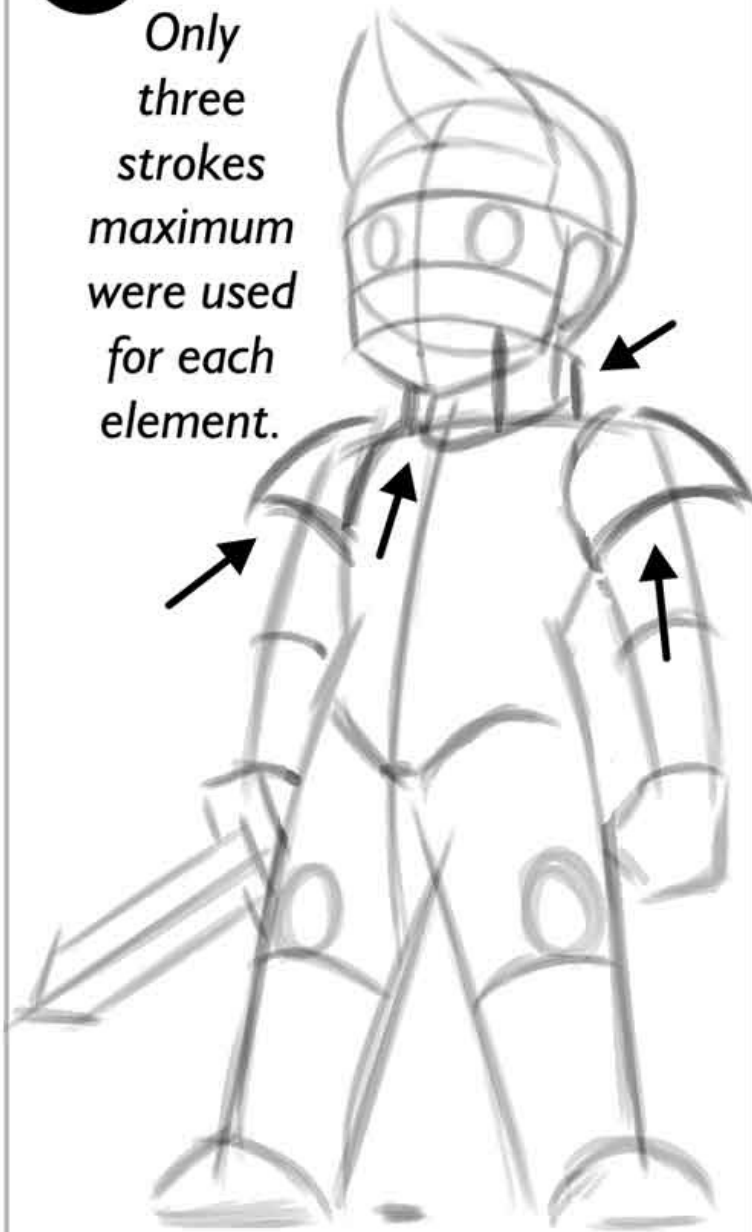
*You may  
erase the  
unused  
construction  
lines.*



Define the waist. It's length  
is about a third of the body.

**14**

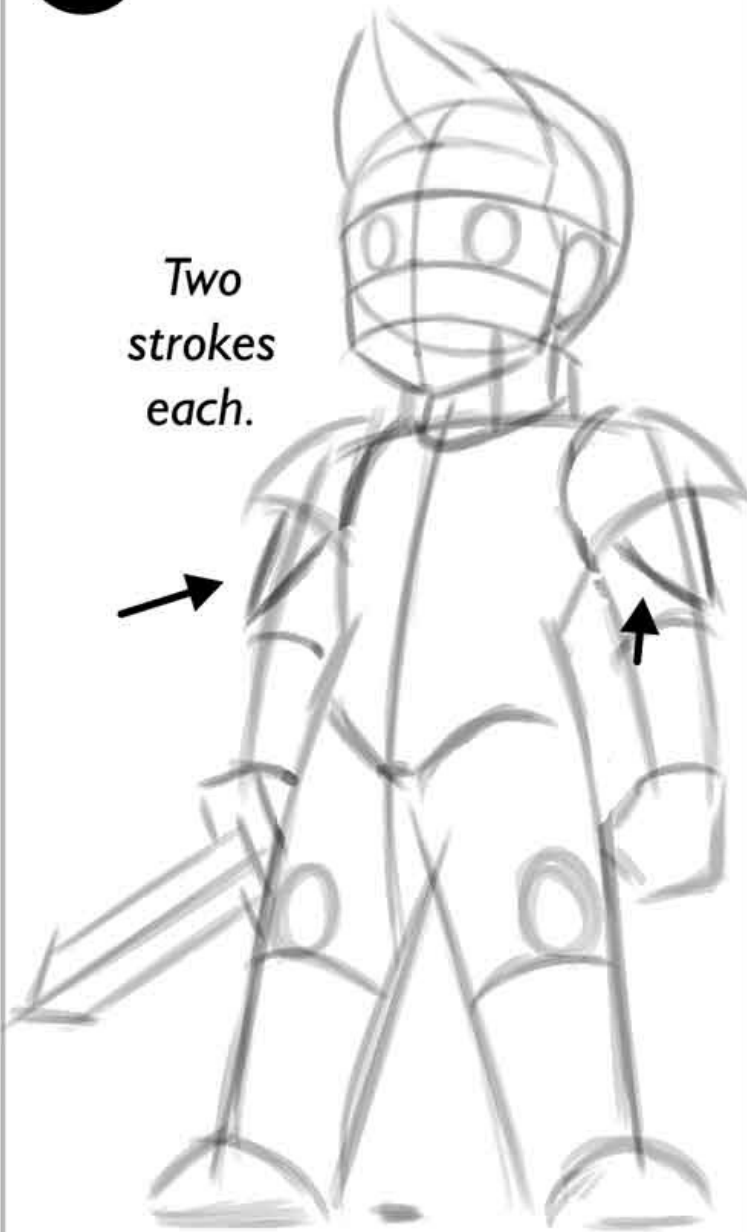
*Only  
three  
strokes  
maximum  
were used  
for each  
element.*



Construct the neck guard  
and shoulder armor.

**15**

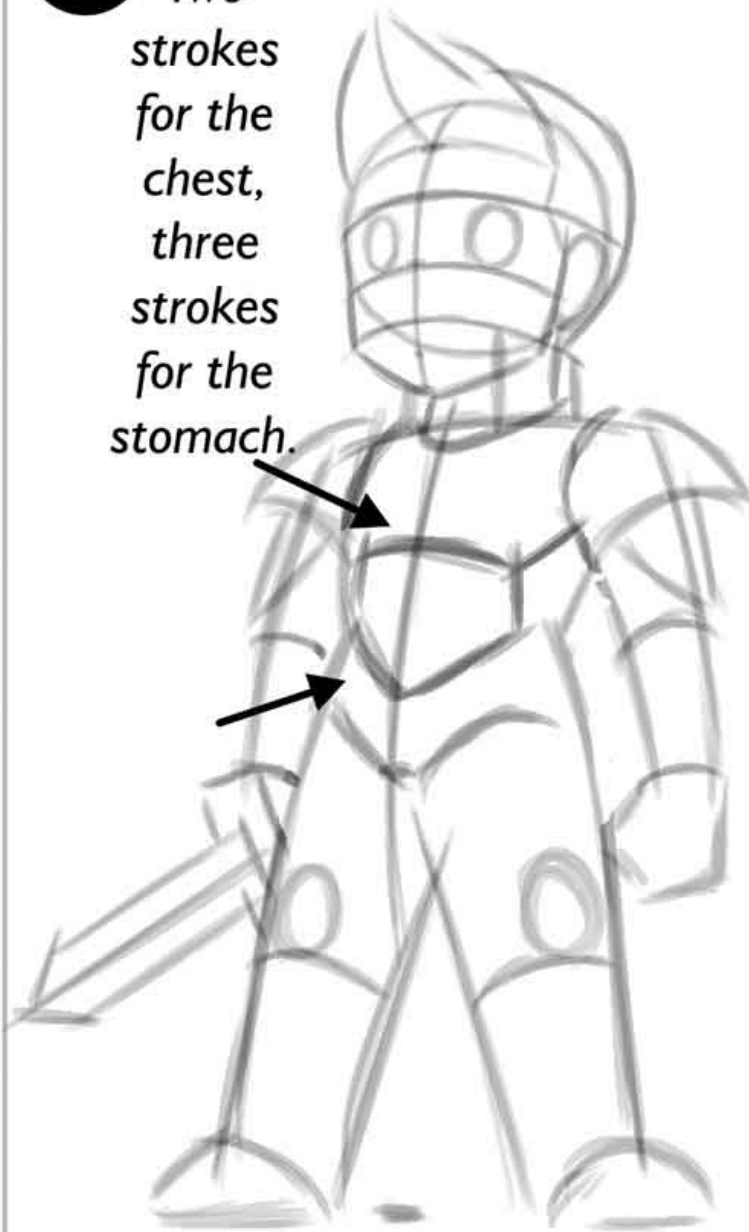
Two  
strokes  
each.



Continue by drawing the  
upper arm's covers.

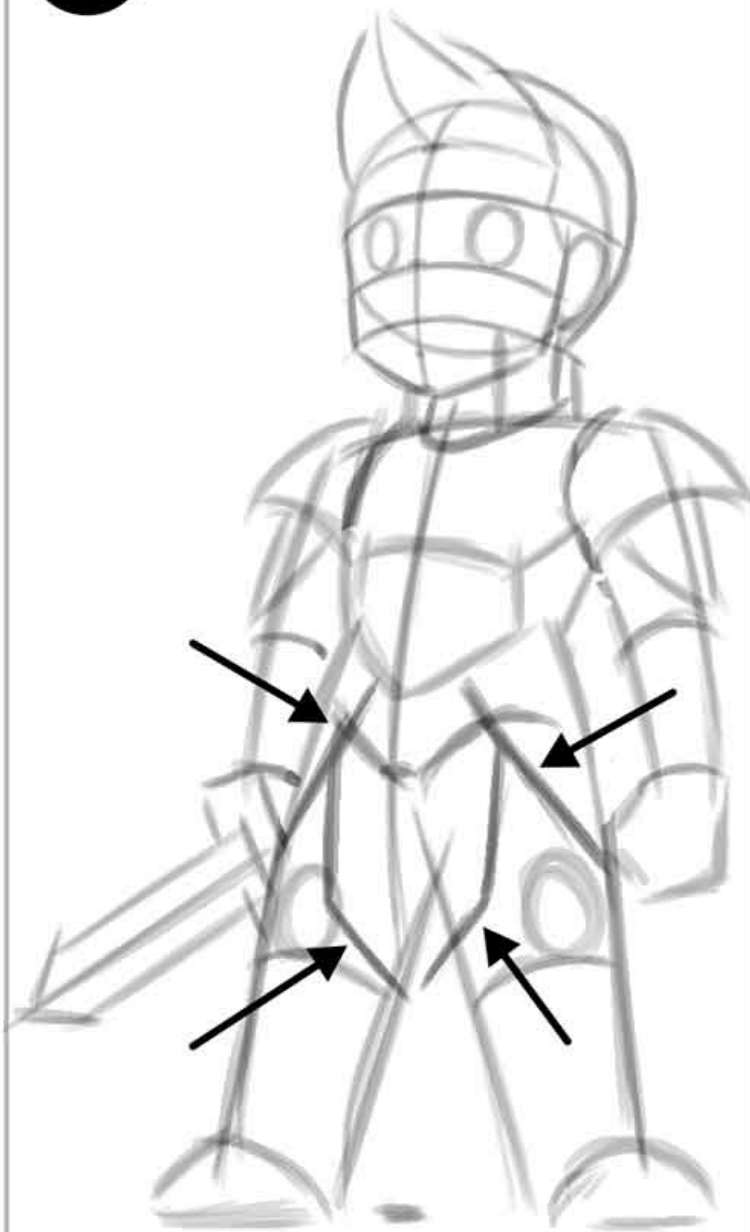
**16**

*Two  
strokes  
for the  
chest,  
three  
strokes  
for the  
stomach.*



Body armor construction.  
Define the breastplate and  
stomach covers.

**17**



Next are the covers for  
the lower body (hip and  
thigh).



**18**

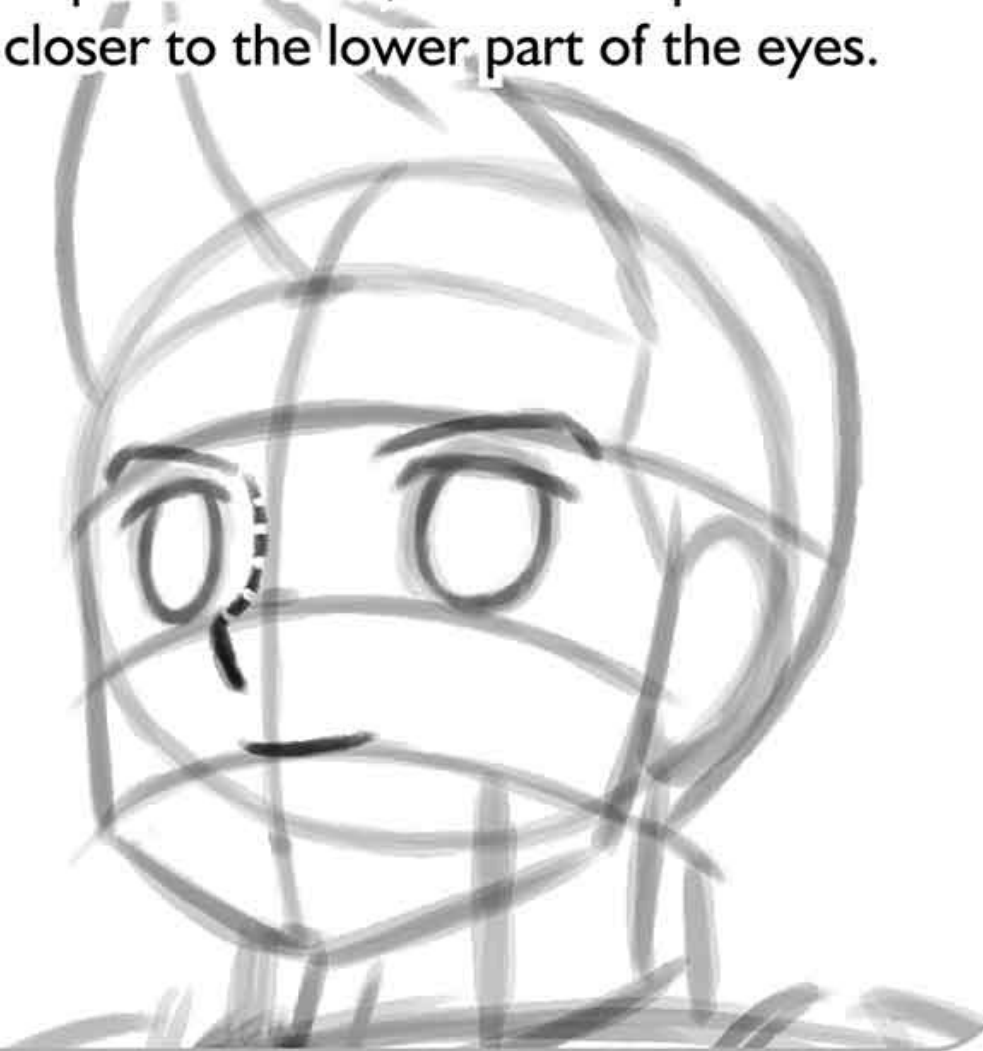


Finally, define the eye shape  
and brows to finish the  
construction phase.

## **BUILDING THE FINAL SHAPE: Use strong lines.**

**19**

Draw the nose and the mouth. From this point of view, the nose tip become closer to the lower part of the eyes.



**20**

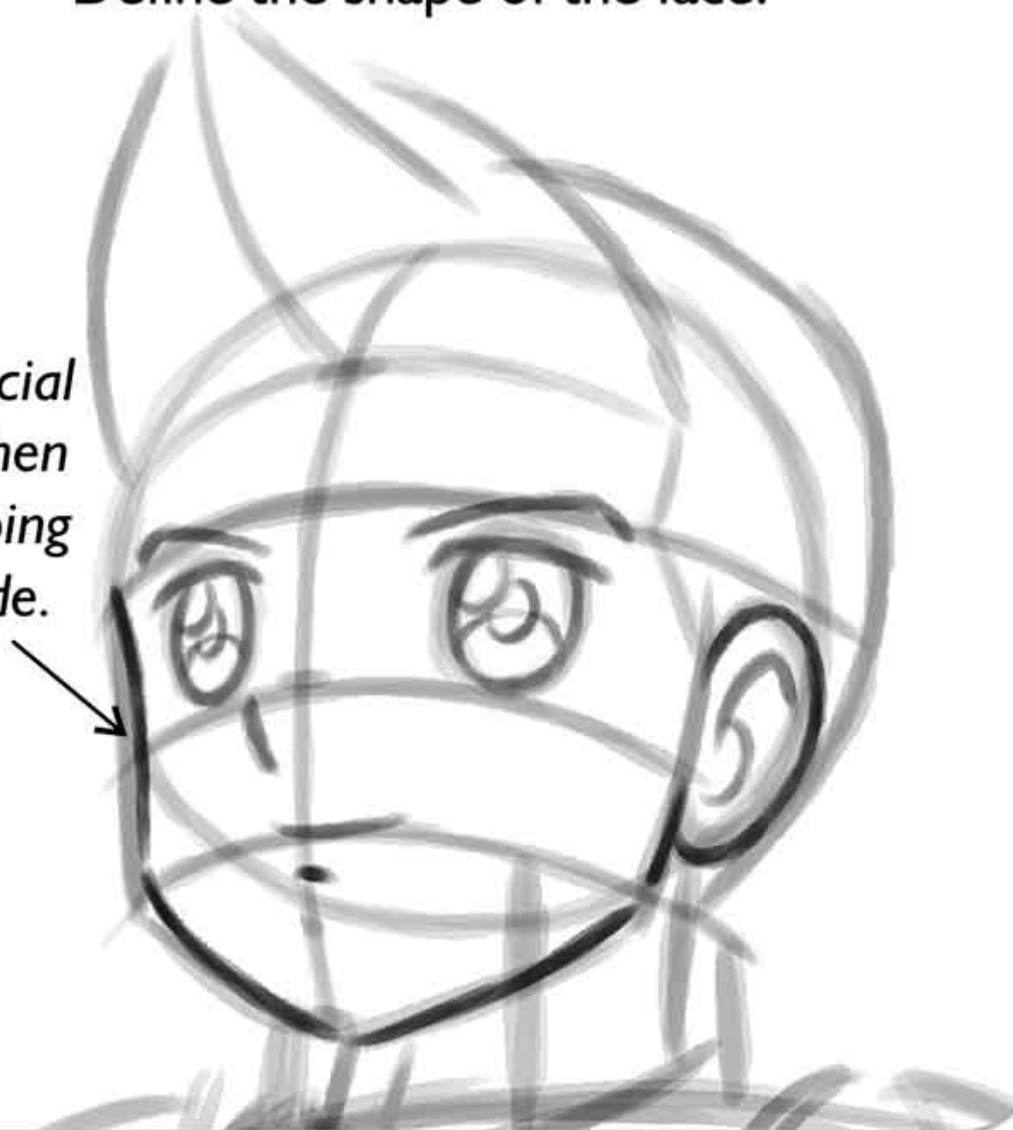
Add some more details to the eye  
and the inner part of the ear.



**21**

Define the shape of the face.

*Pay special  
care when  
developing  
this side.*



**22**

Erase any unused construction lines to help us see more clearly.



**23**

Shape the hair's  
front part.



**24**

Construct some curve  
for the fallen strands.



**25**



Develop the hair's highlight  
and shadow areas like  
shown above.



26



Finish building the head by filling the dark areas. Erase any unused construction lines.

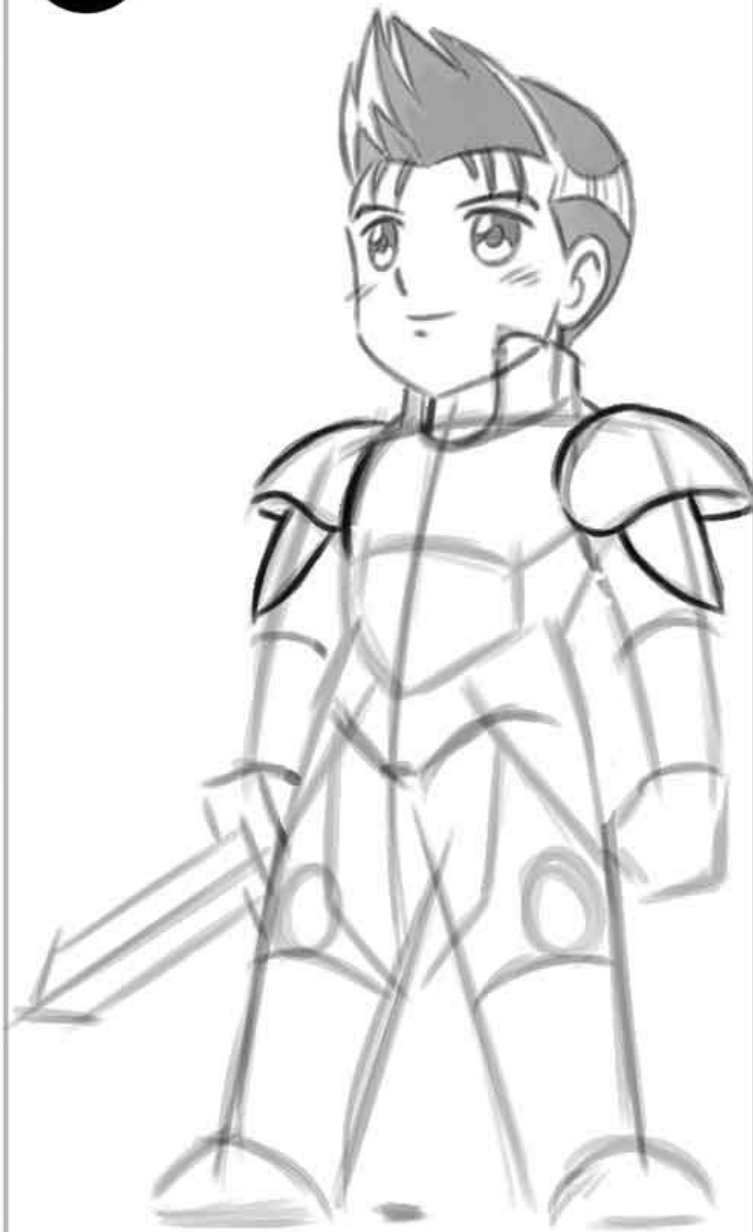
**27**

*Give this  
part some  
thickness.*



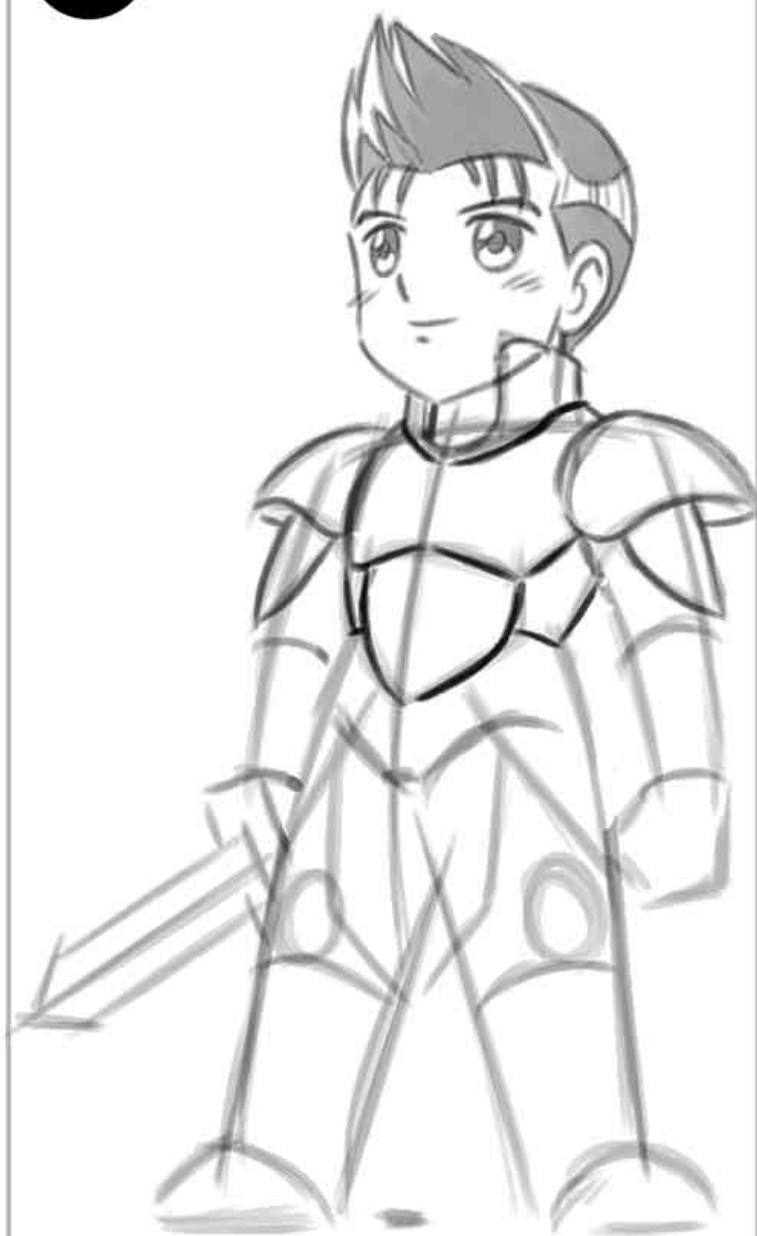
Begin building the body  
starting from the neck.

28



For the shoulder armor pieces, it's just like tracing the previous shapes...

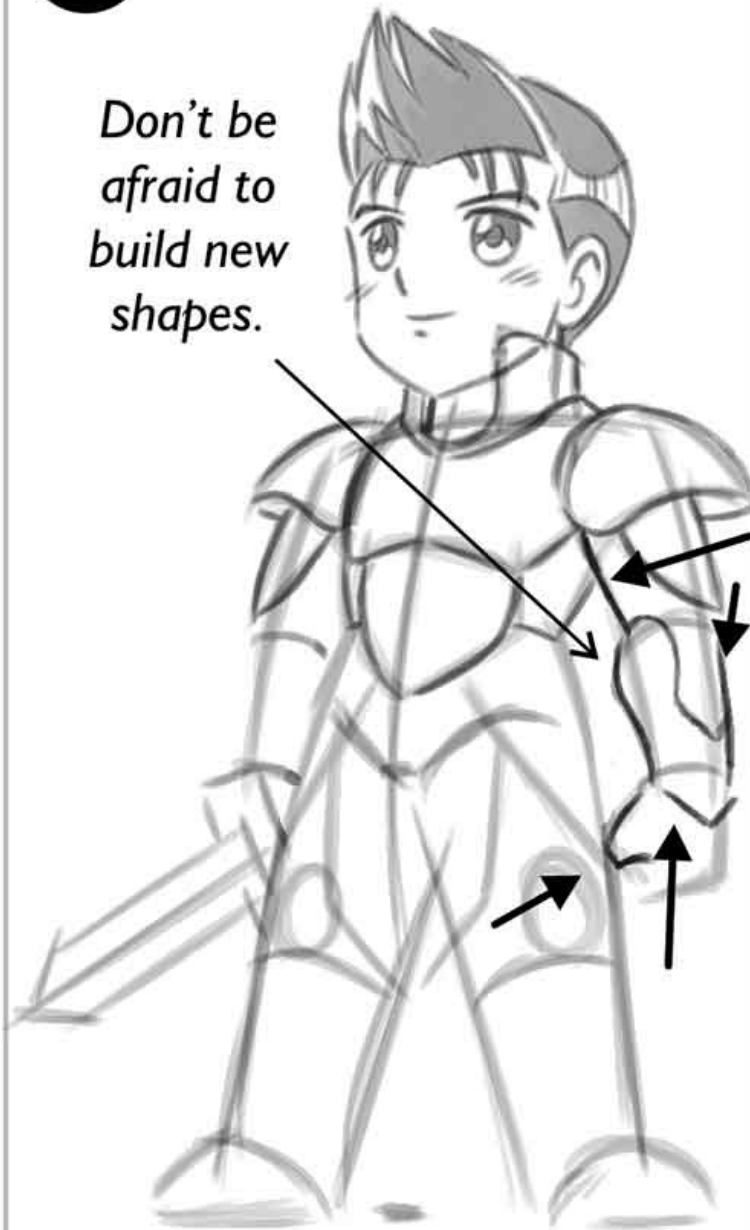
29



...as well as for the body armor.  
We make them a bit more  
curvy and detailed, though.

**30**

*Don't be  
afraid to  
build new  
shapes.*



As for the gauntlet's details,  
it needs a little bit constructing.

**31**



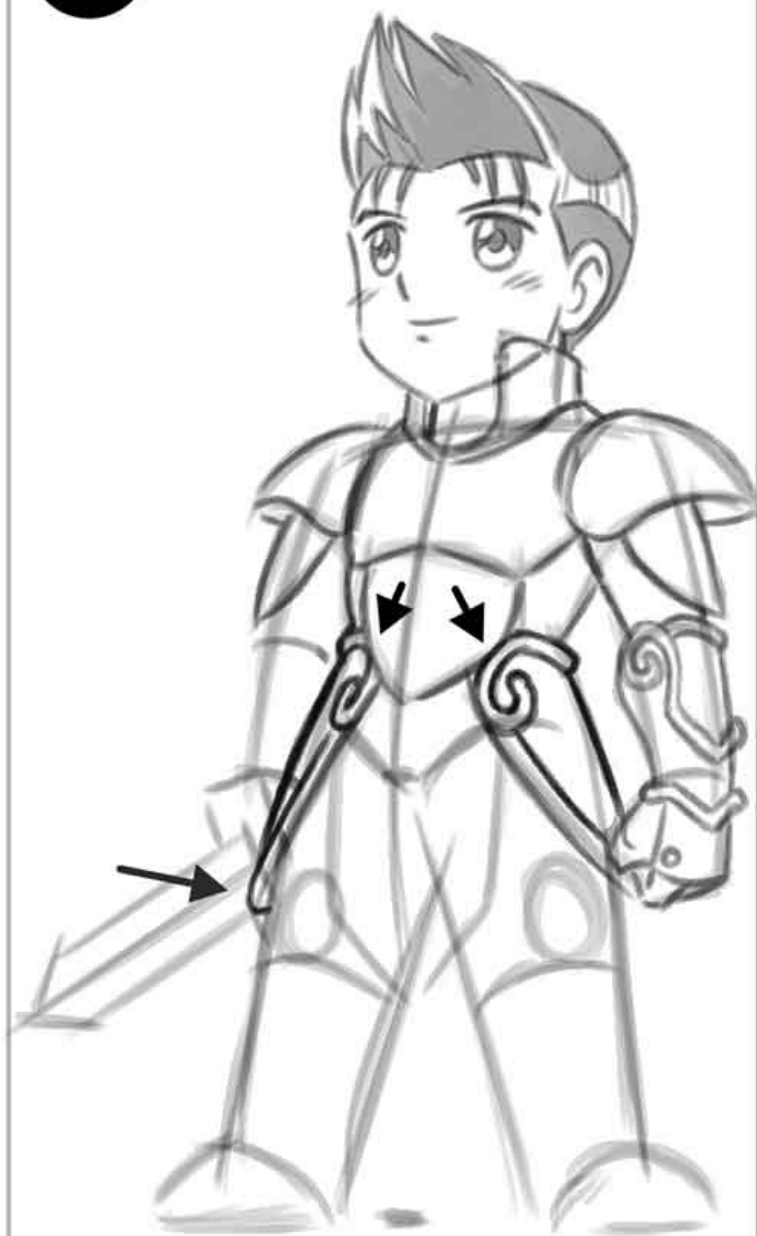
Create the gauntlet's engravings to finish building it, while also developing the knuckle's fingers.

32



Add a backhand cover,  
and then trace the lower  
body's armor pieces.

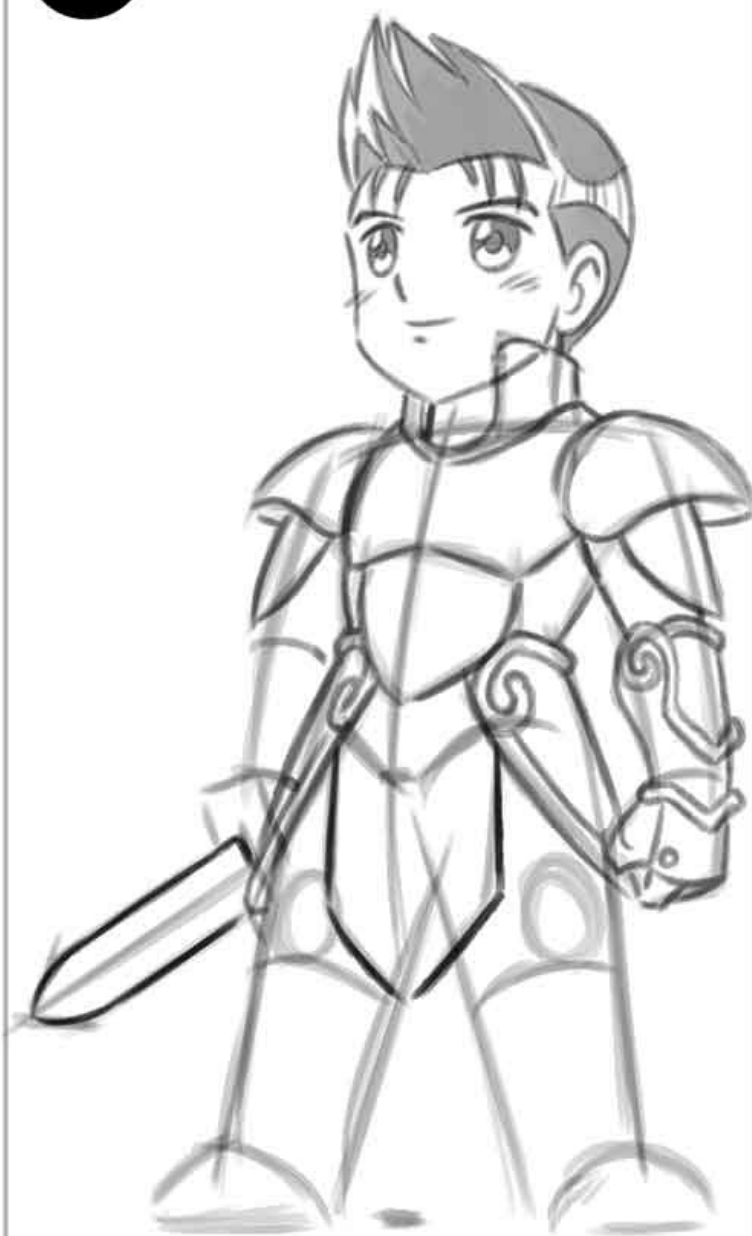
33



Just add some engravings, and we're done with these parts.



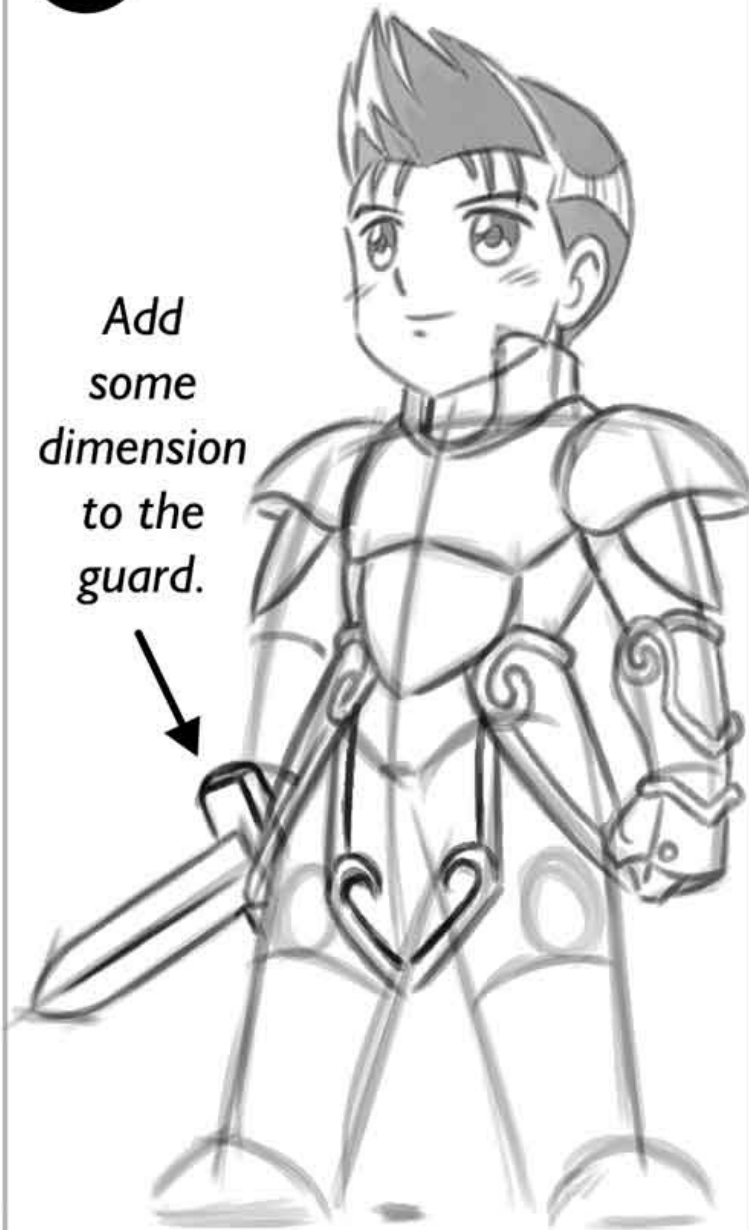
**34**



Again, trace the sword and  
the hip guard's construction  
lines.

**35**

*Add  
some  
dimension  
to the  
guard.*



Then add the engravings.  
Yes, it's a repeated process.

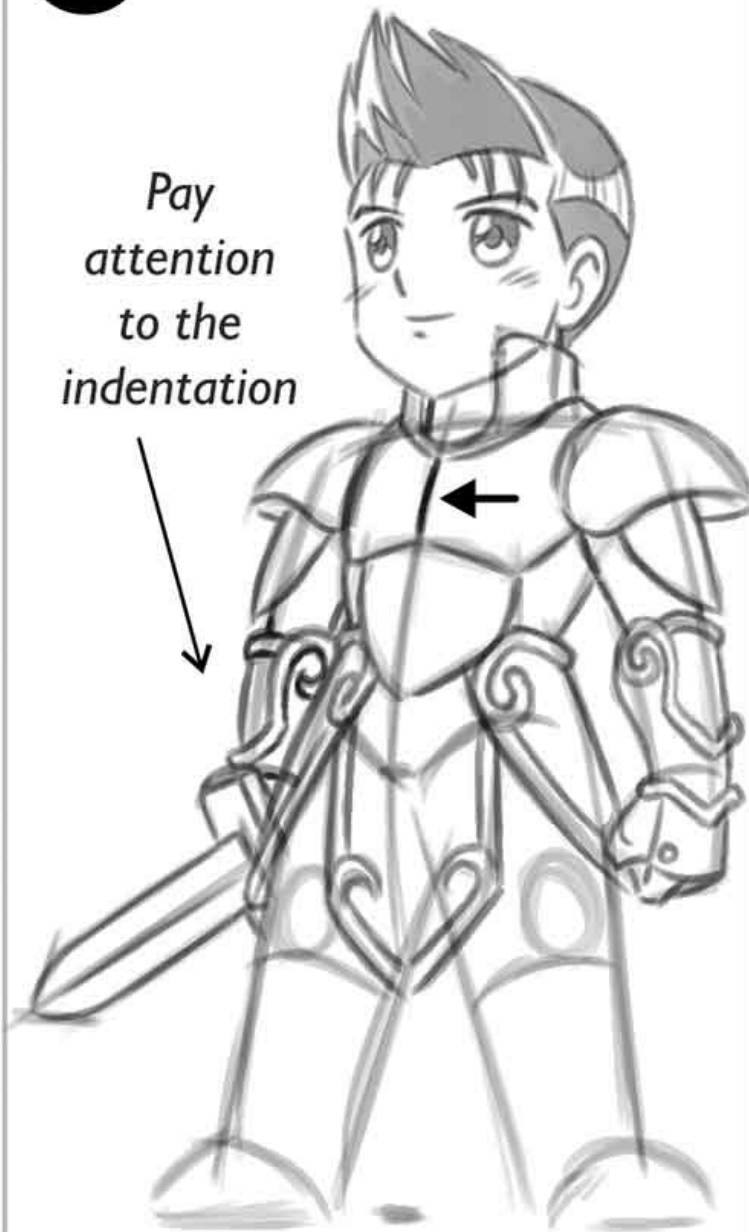
36



After the foremost parts are finished, develop the parts that are being covered.

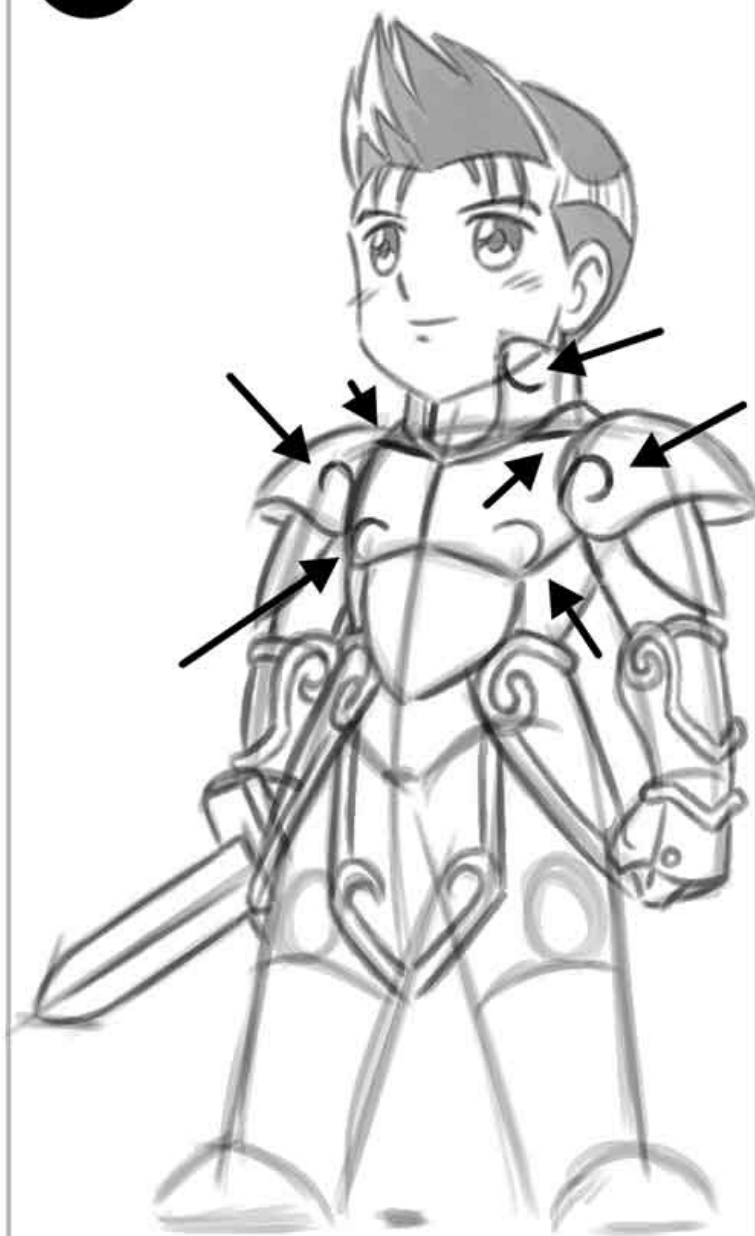
**37**

*Pay  
attention  
to the  
indentation*



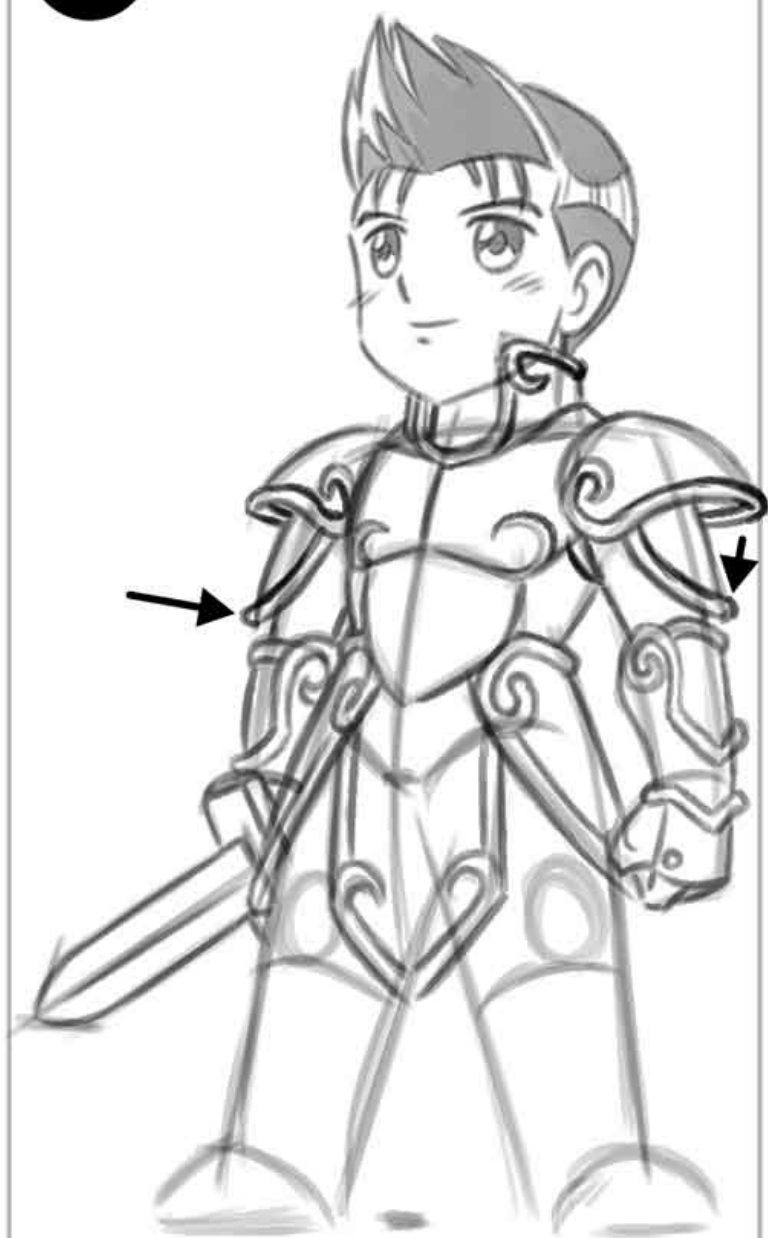
Give the right gauntlet its engravings, then shift the focus to the breastplate.

38



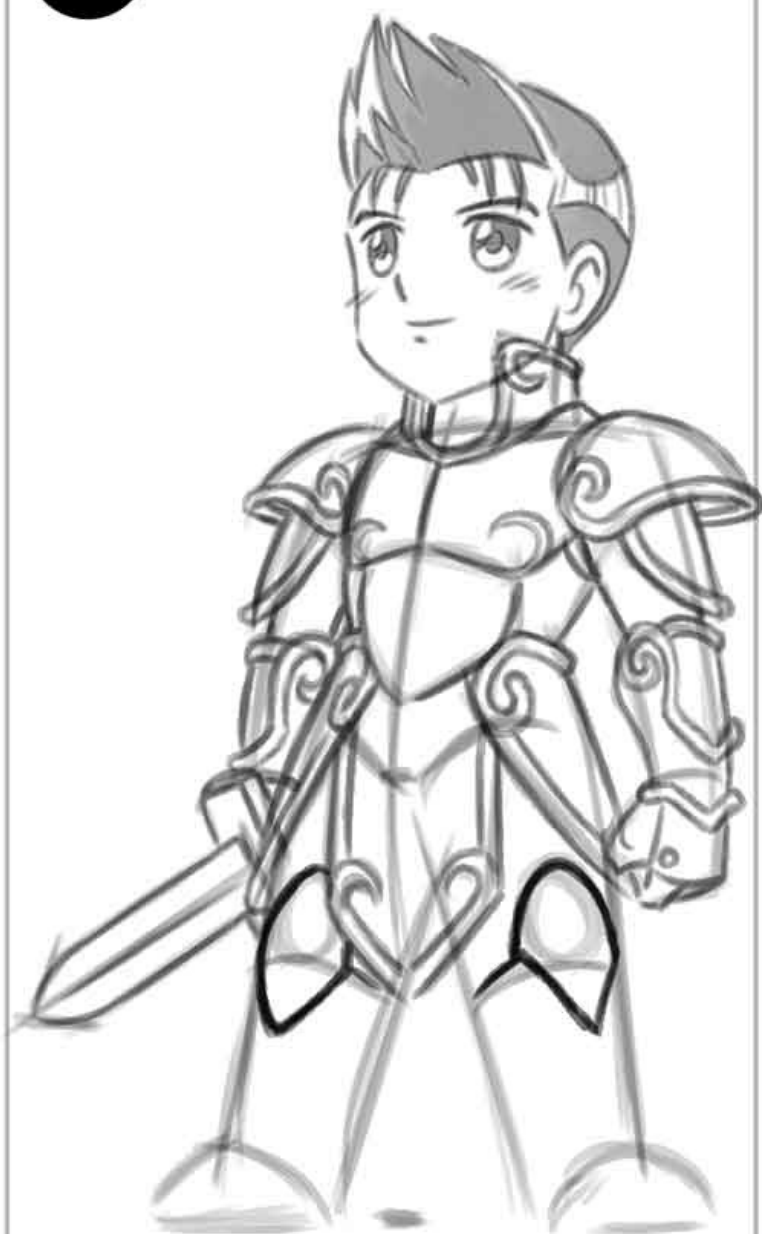
Prepare ornamental plans by drawing several light curves like shown above.

39



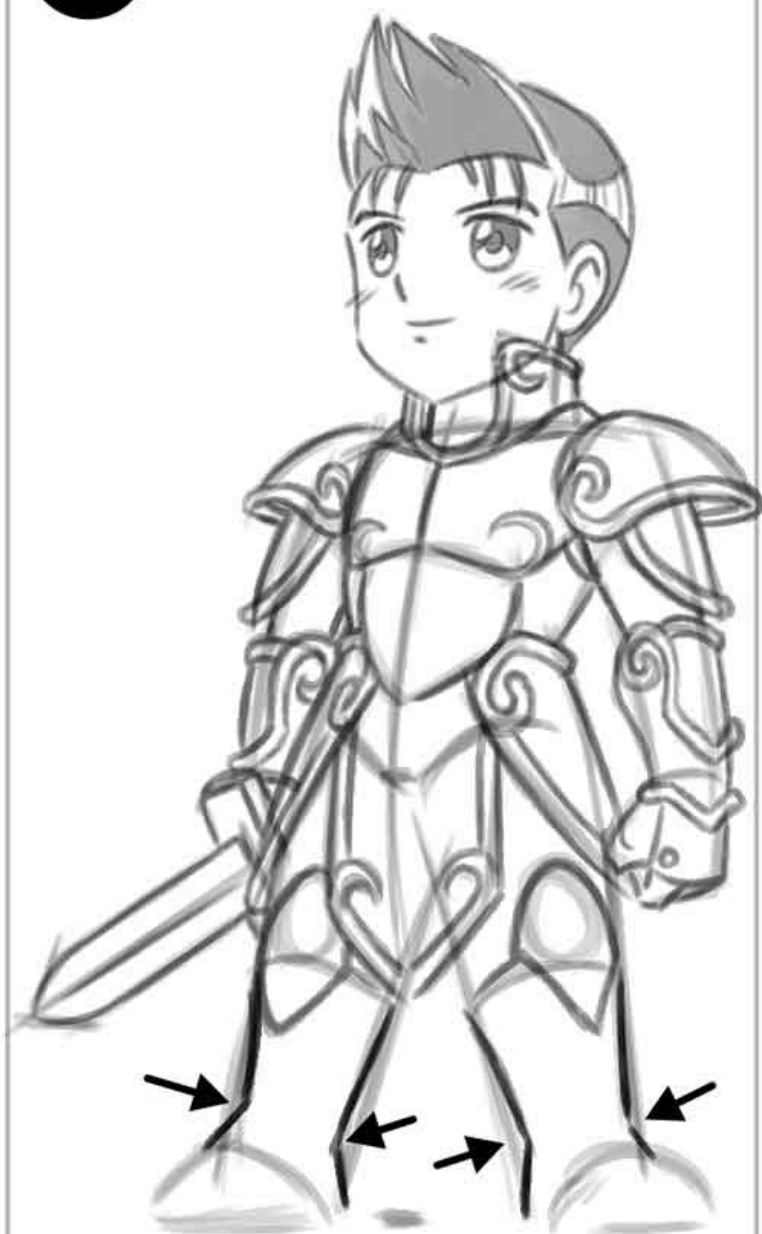
Build the ornaments.

40



Now we can develop the leg's armors. Draw the knee guard like above.

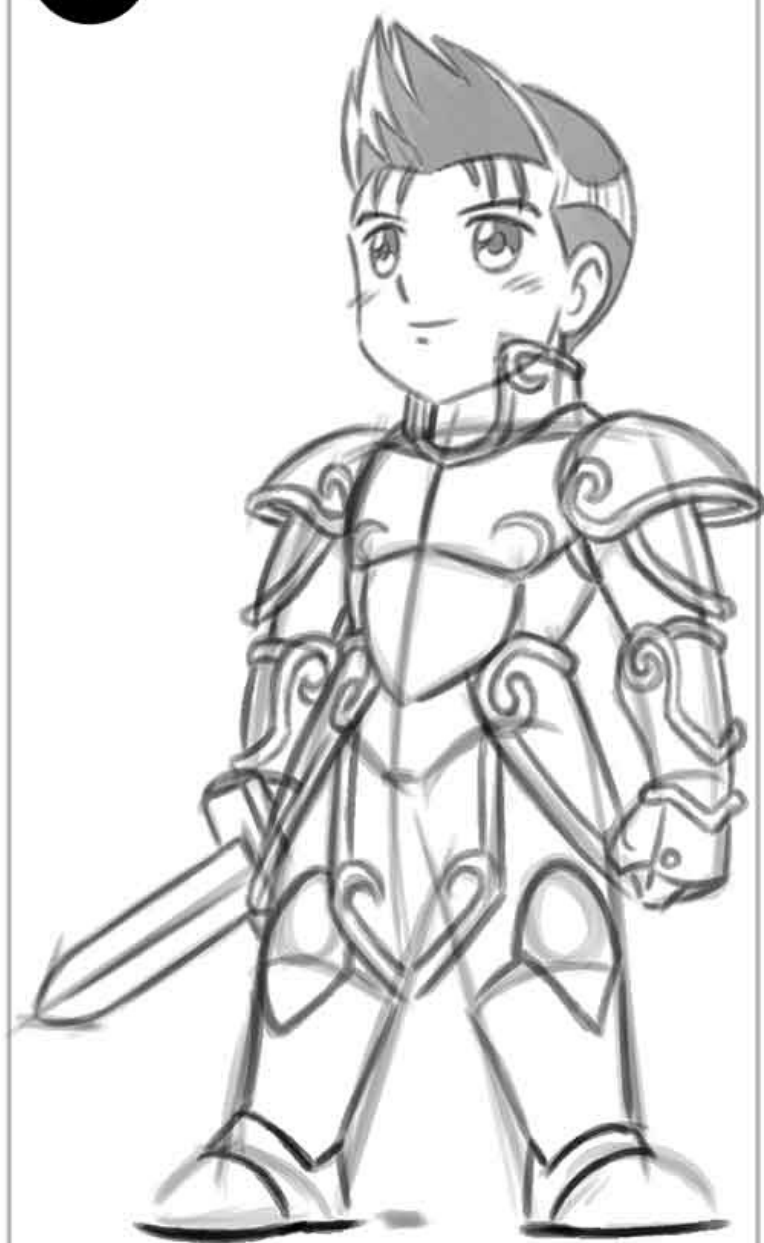
**41**



Make sure to clearly indicate  
where the ankles are.

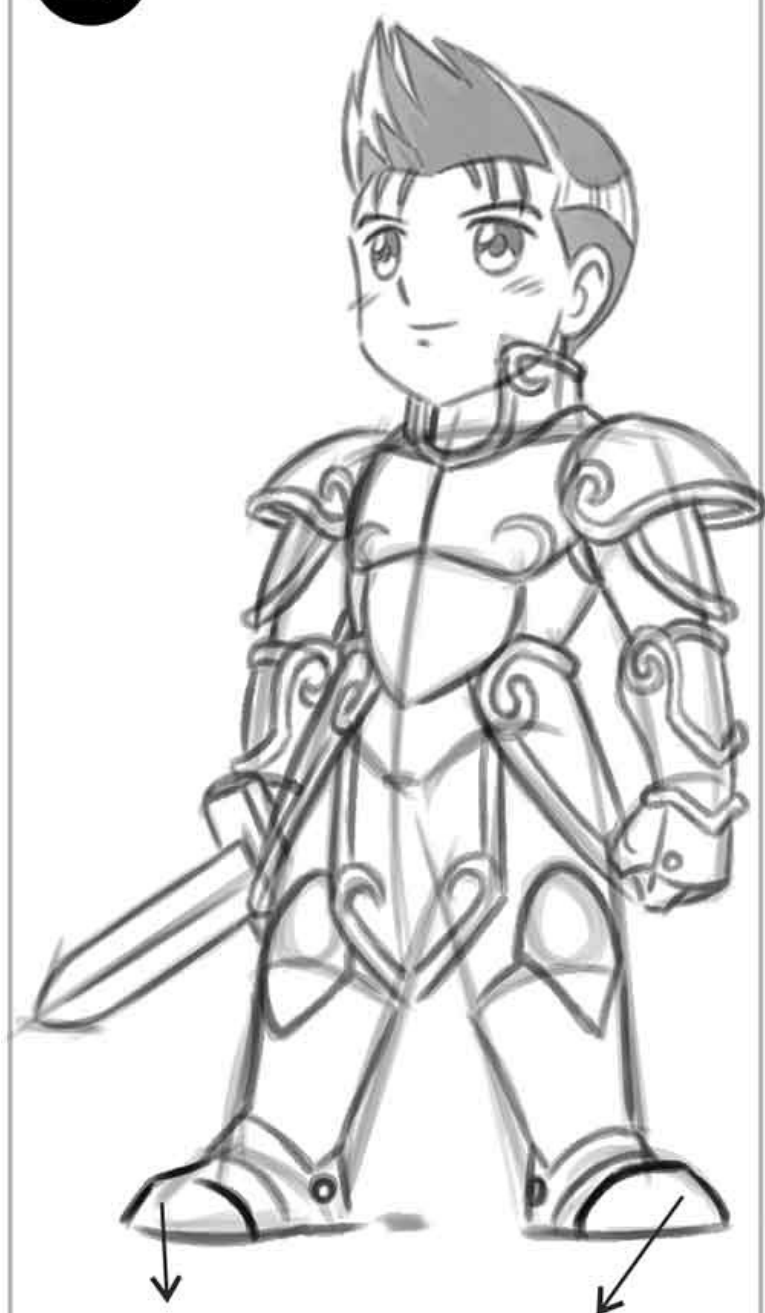


42



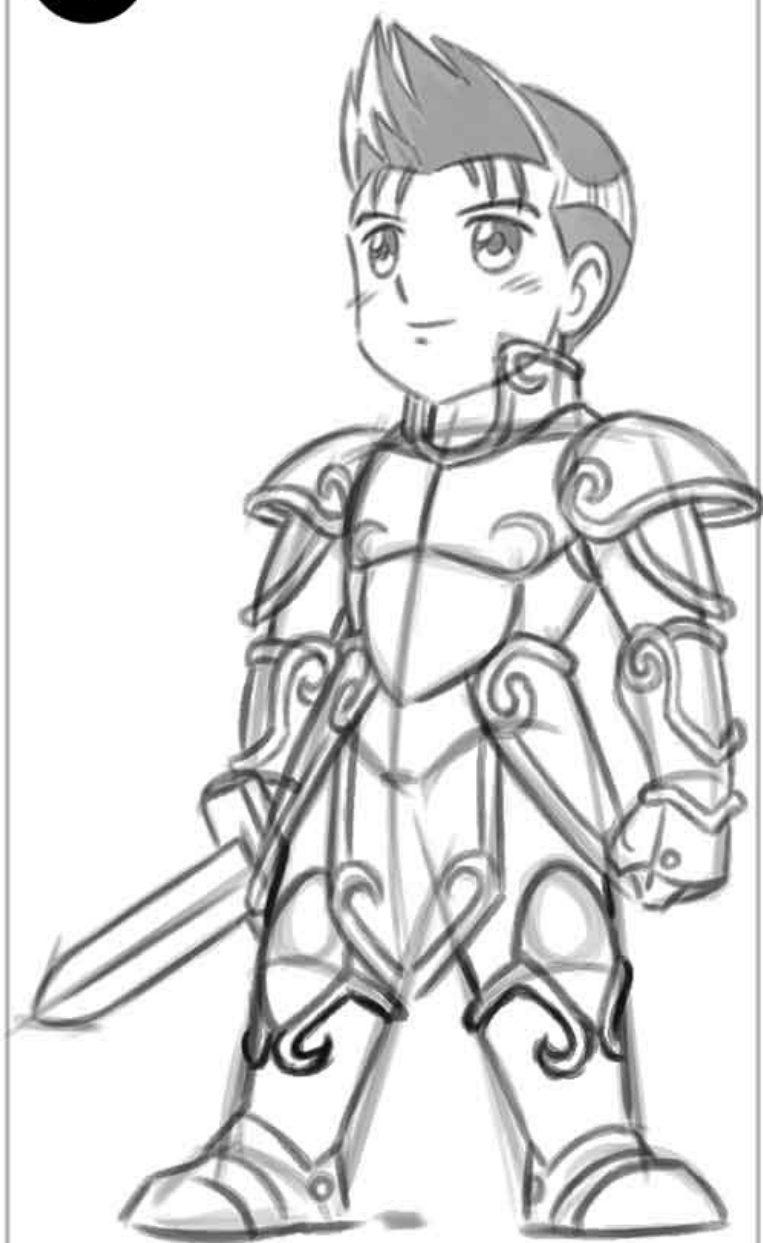
Continue building the foot  
guard and shoes.

43



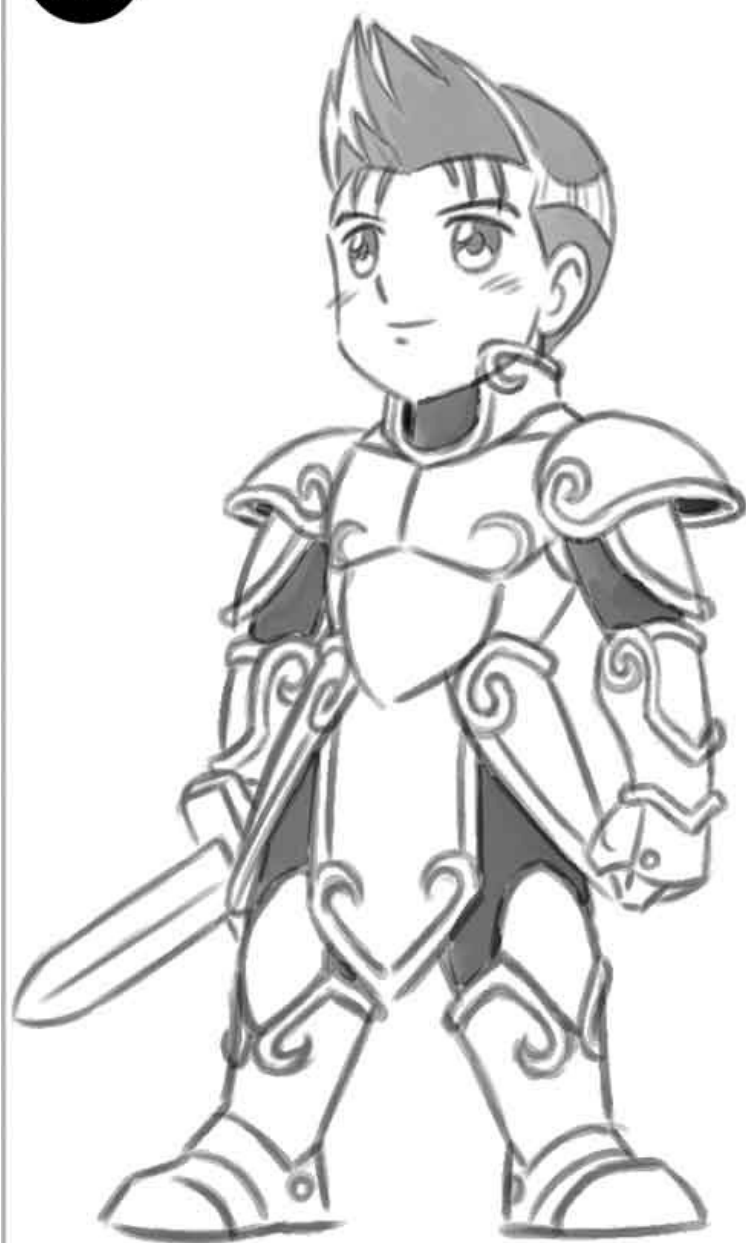
*Make sure to highlight  
these corners.*

44



Give the shin guard its  
ornaments, and we're done!

**45**



Erase all construction lines,  
and then darken these areas.

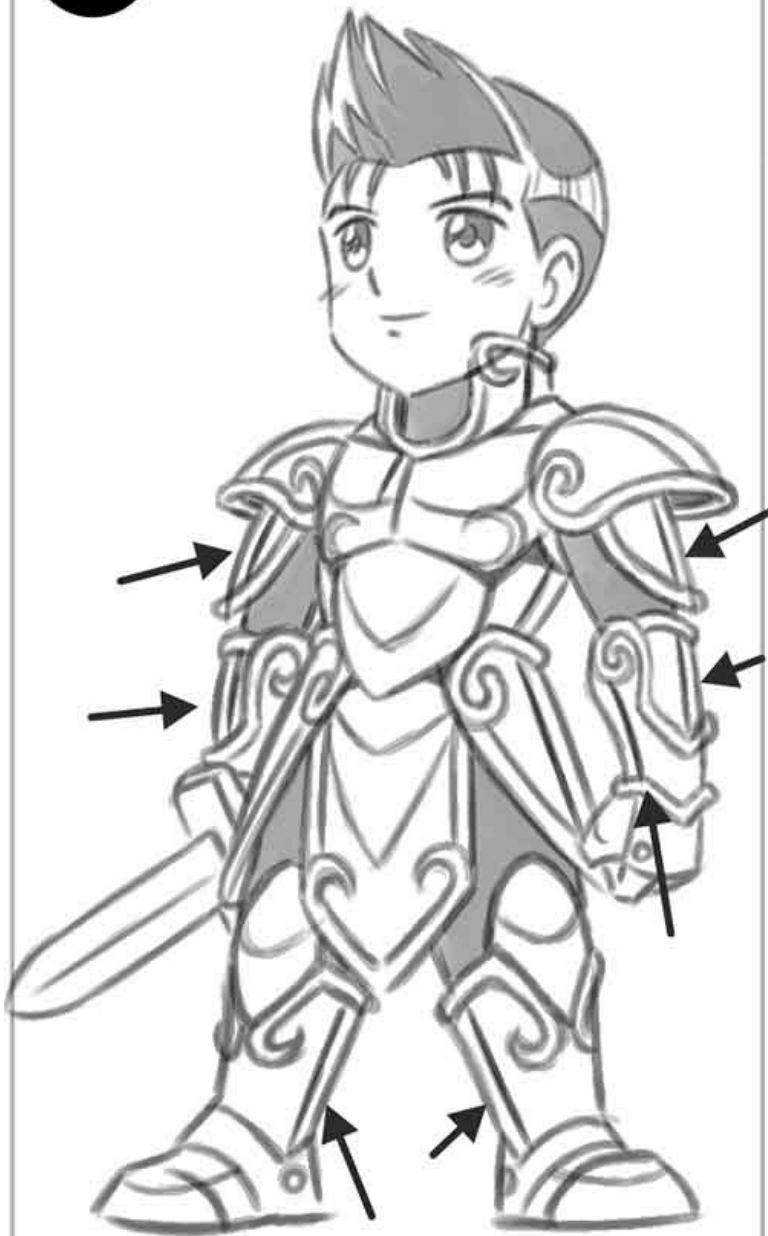
**46**

*Draw  
some  
corner  
shadows  
first.*



**SHADING:** To make the armor looks more outstanding, construct these light lines...

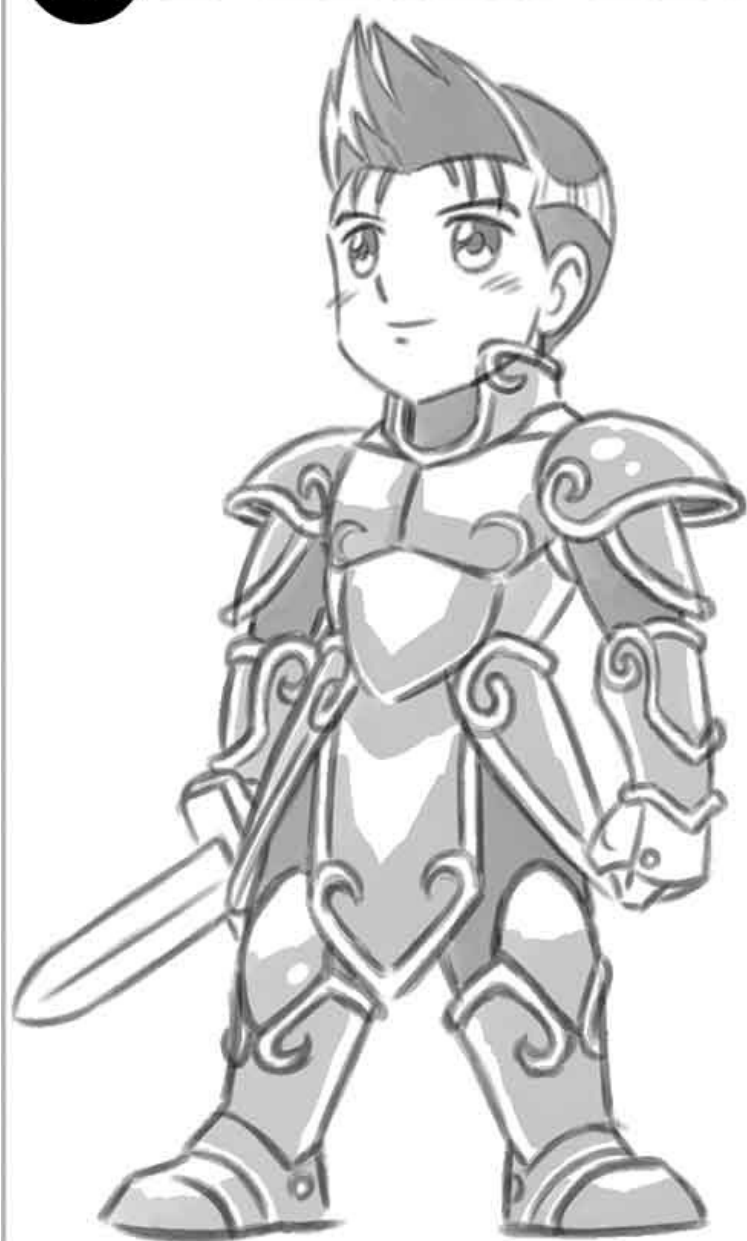
47



...up to the smaller details;  
then fill them with some  
light hatches.

48

FINISH!



# **COURSE #6: WIZARD**





In the sixth exercise you will learn how to:

- Draw a chibi character from the upper camera view.
- Draw other hairstyle.
- Draw hands in detail.
- Distort the body proportion according to the depth of view.

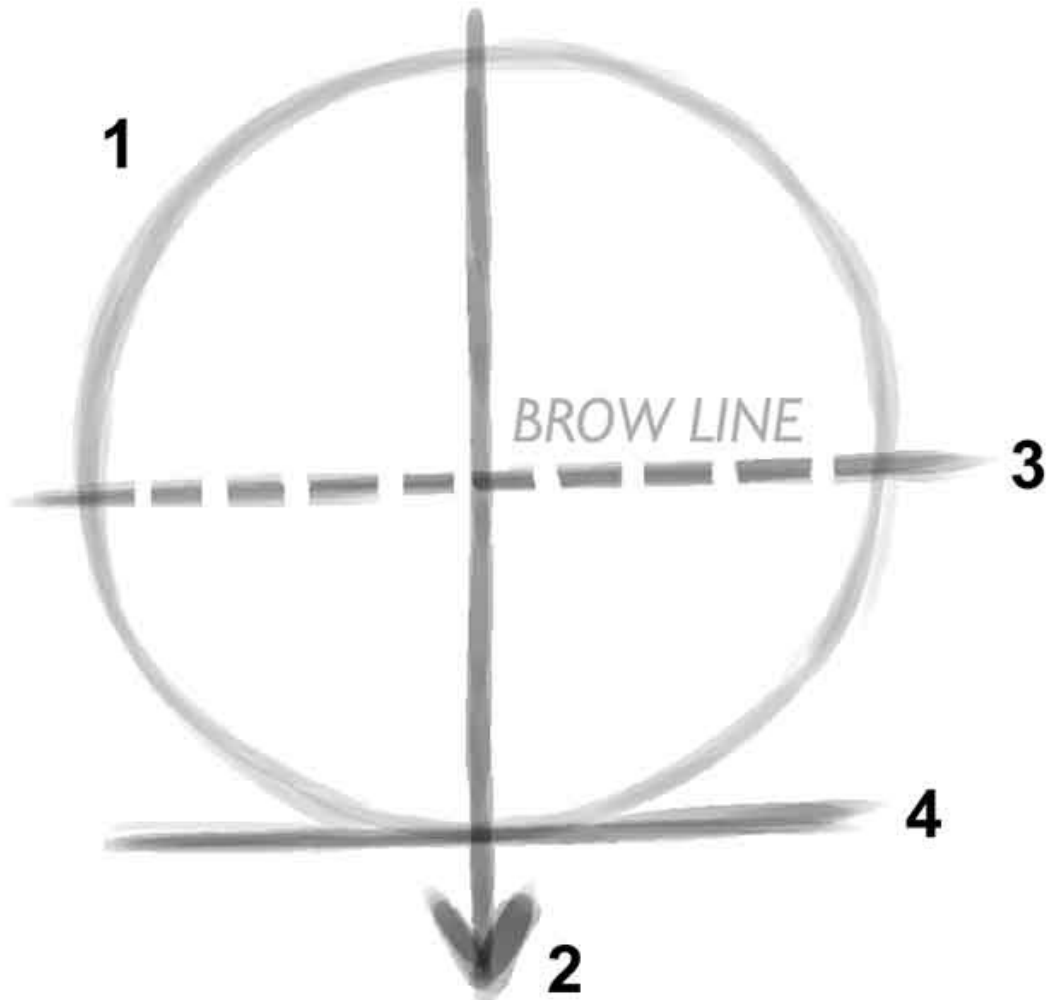
- Utilize simple shape to create a clothing pattern.



**CONSTRUCTION: Use thin lines.**

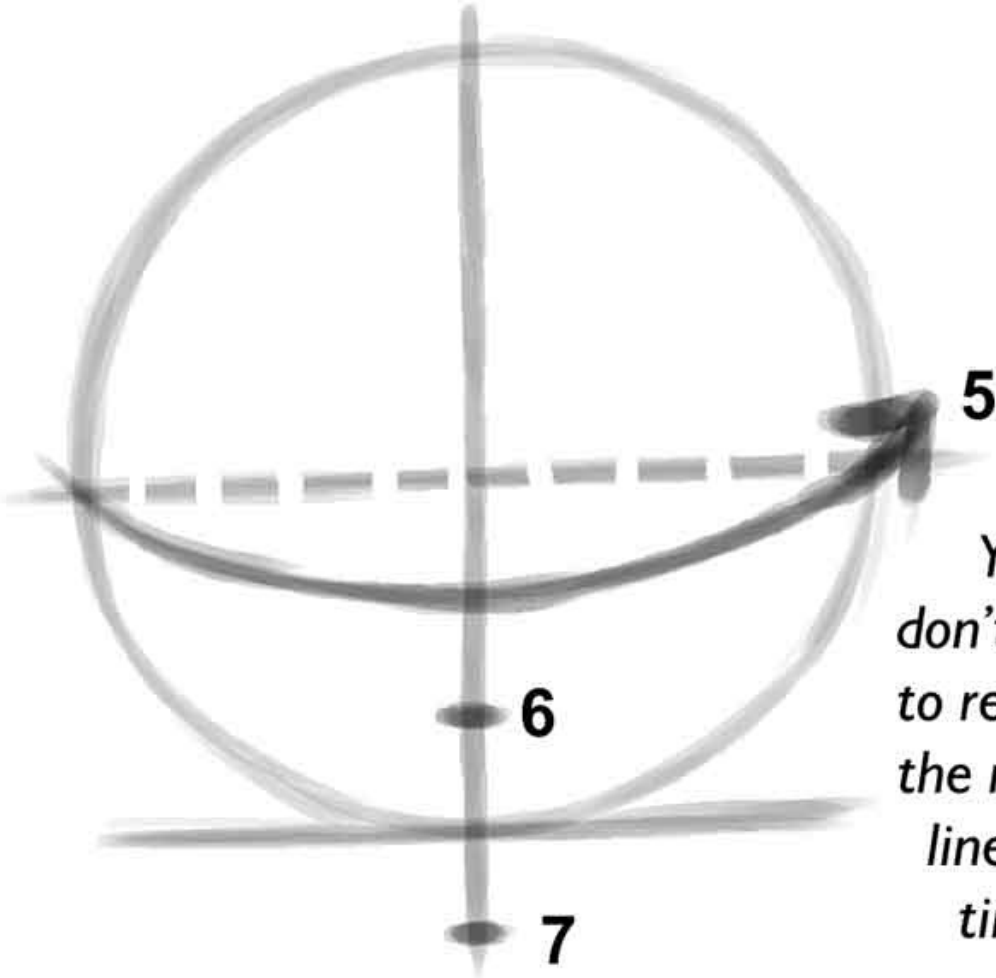
**1**

For a head that's viewed from above,  
the construction begins like this:



**2**

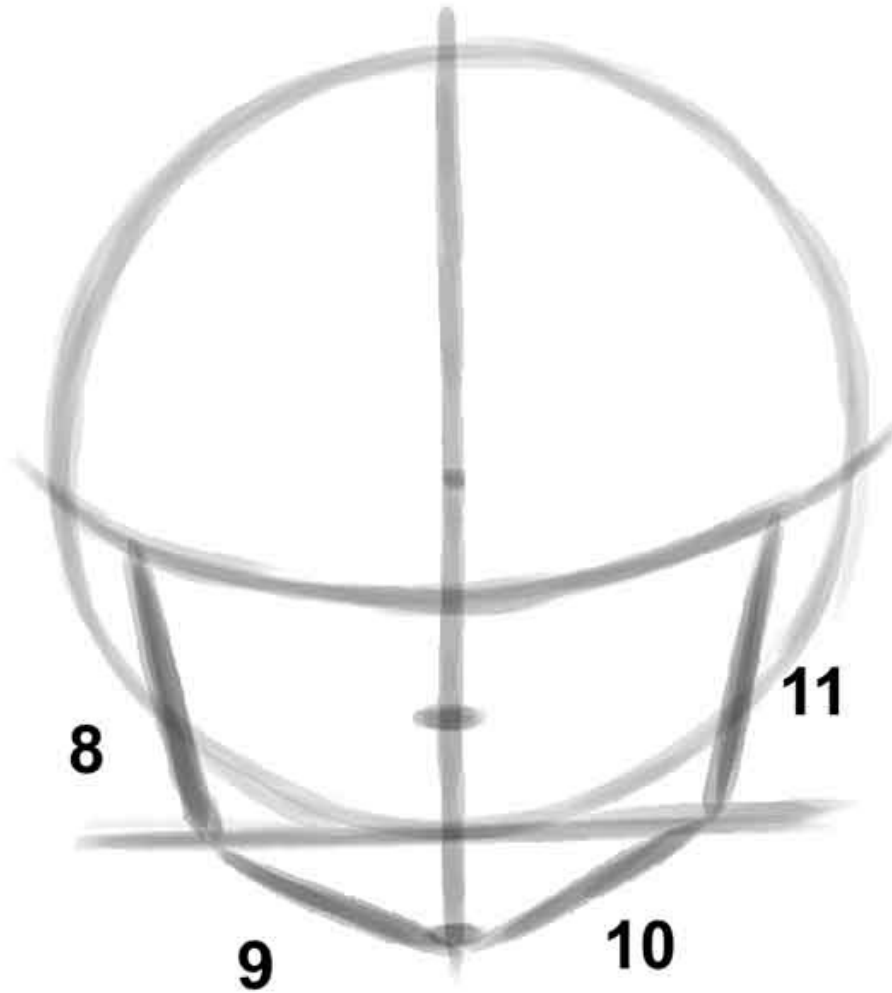
Re-draw the brow line as a curve,  
then erase the flat one.



*You  
don't need  
to re-draw  
the mouth  
line this  
time.*

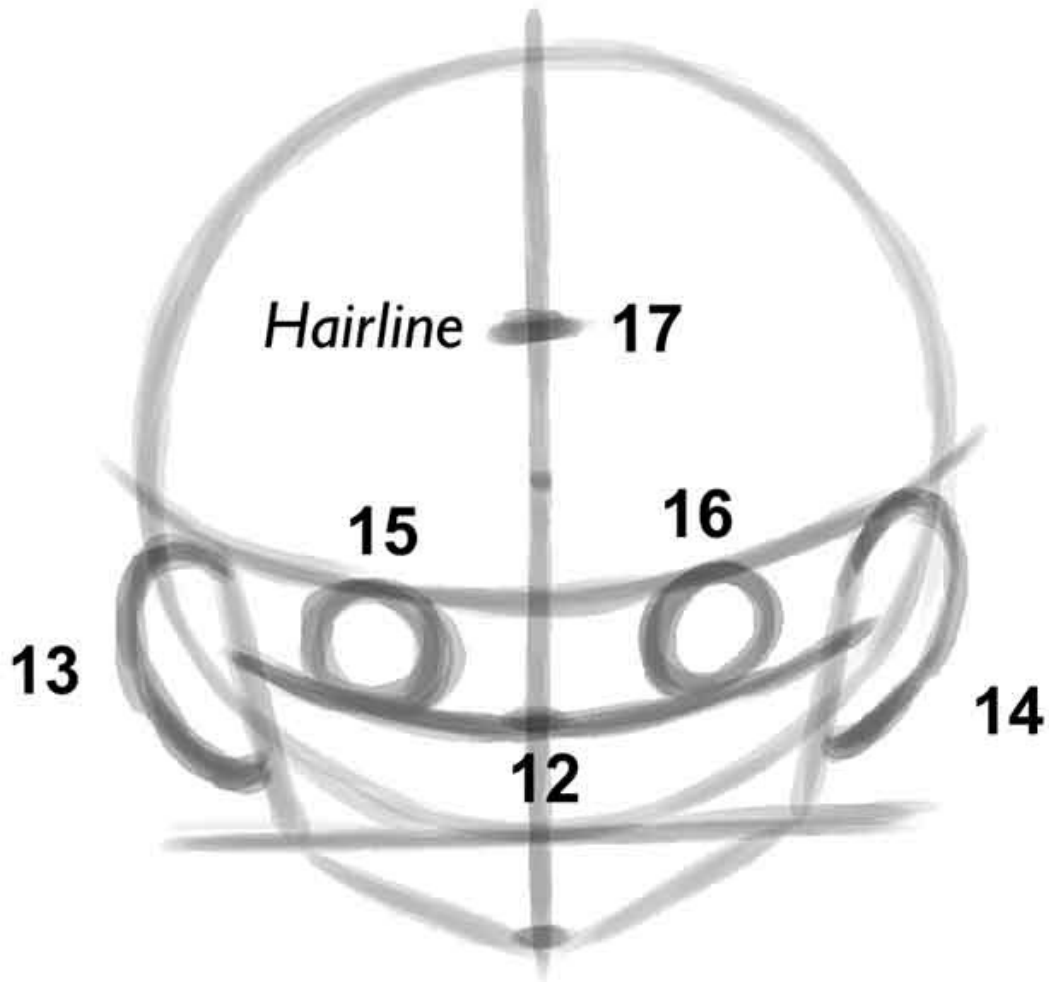
**3**

Construct the face. Narrow its lower part.



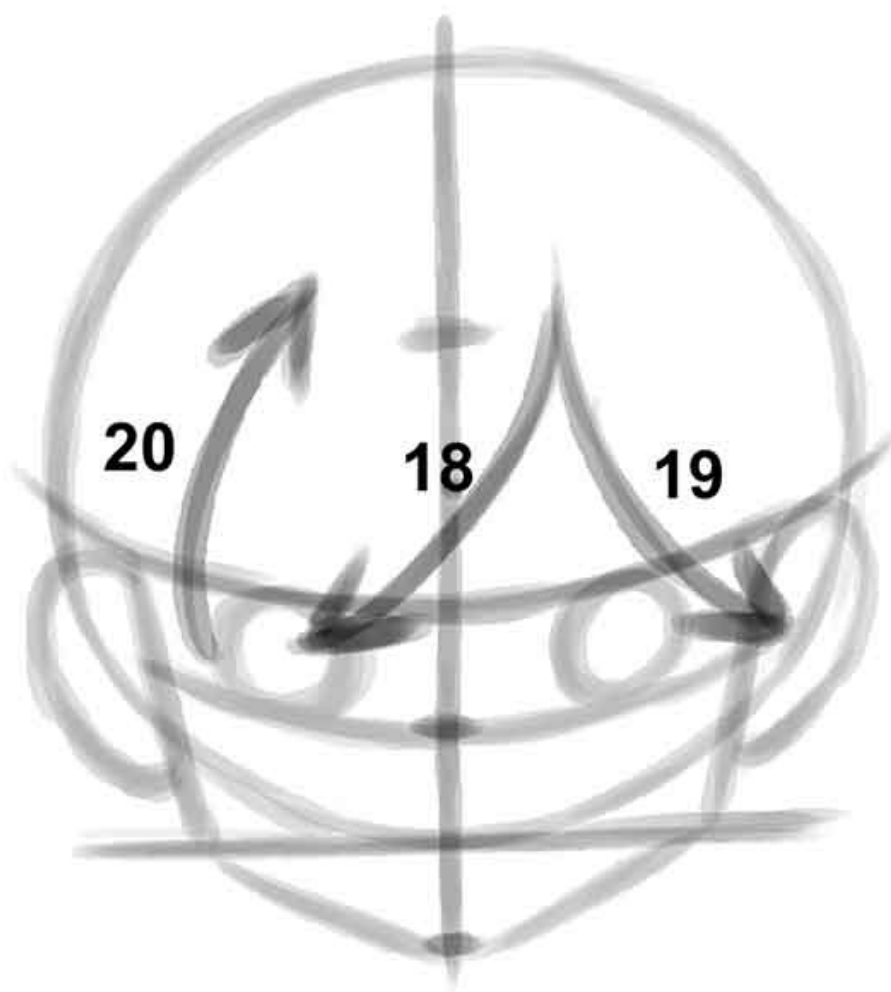
**4**

Divide the sections, add eyes;  
then determine the hairline.



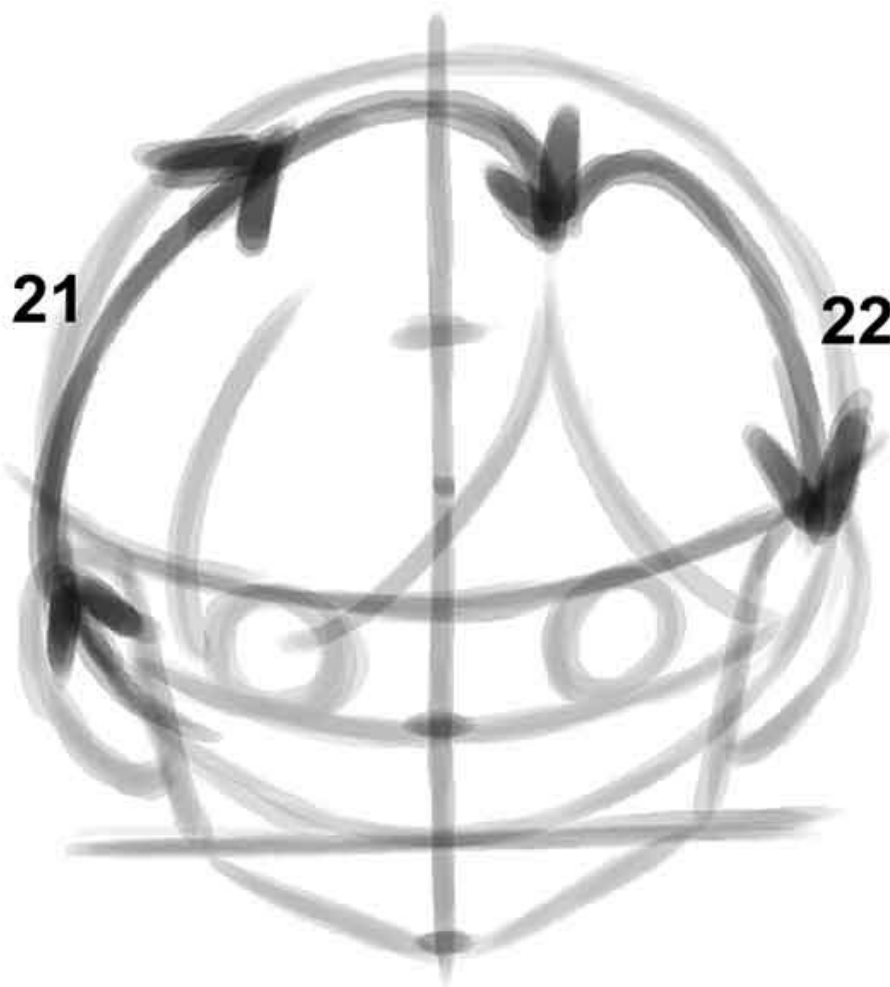
**5**

Draw the front hair bangs.



**6**

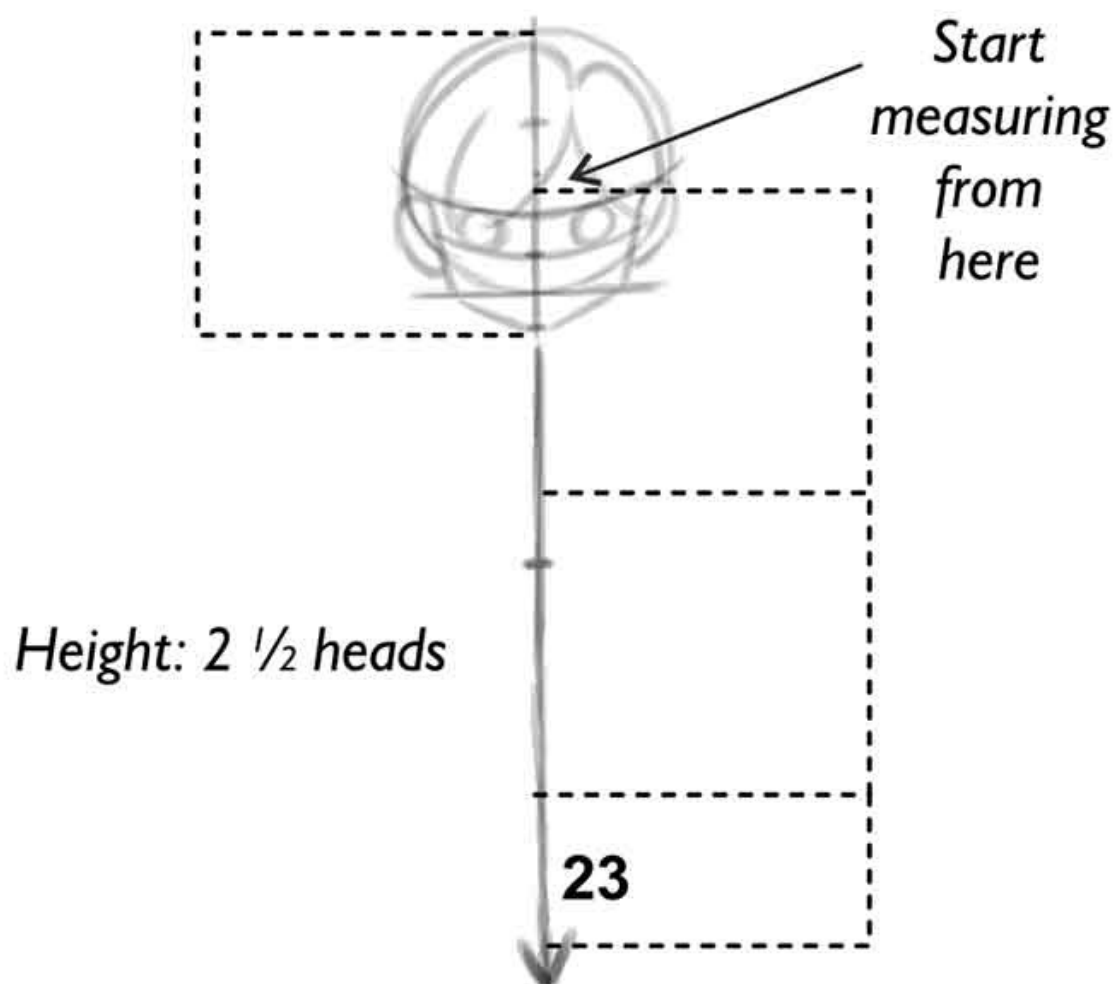
Establish its upper boundary.





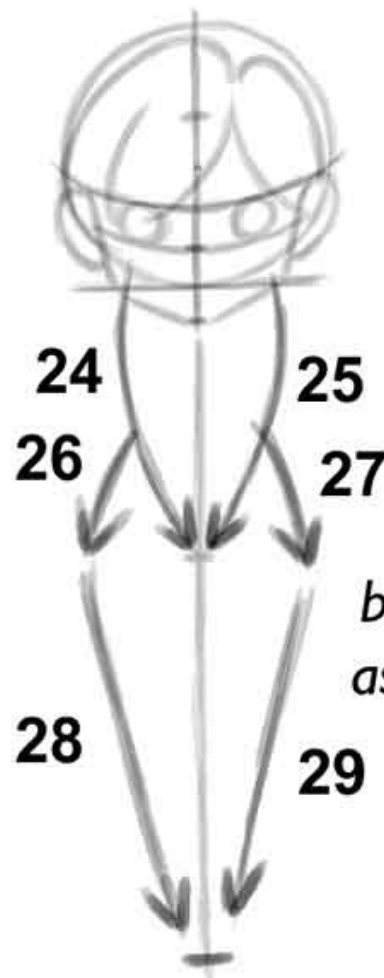
**7**

Determine the body height first.



**8**

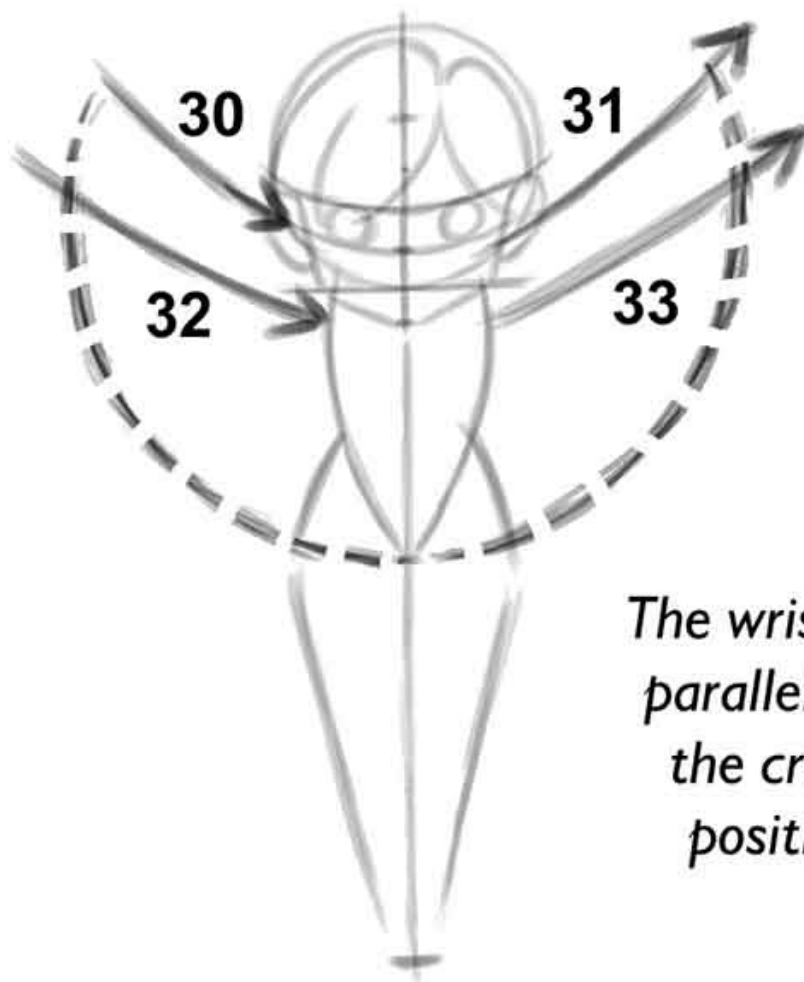
...then construct the body. The lower end becomes narrower.



*Female's body  
being constructed  
as an upside-down  
triangle.*

**9**

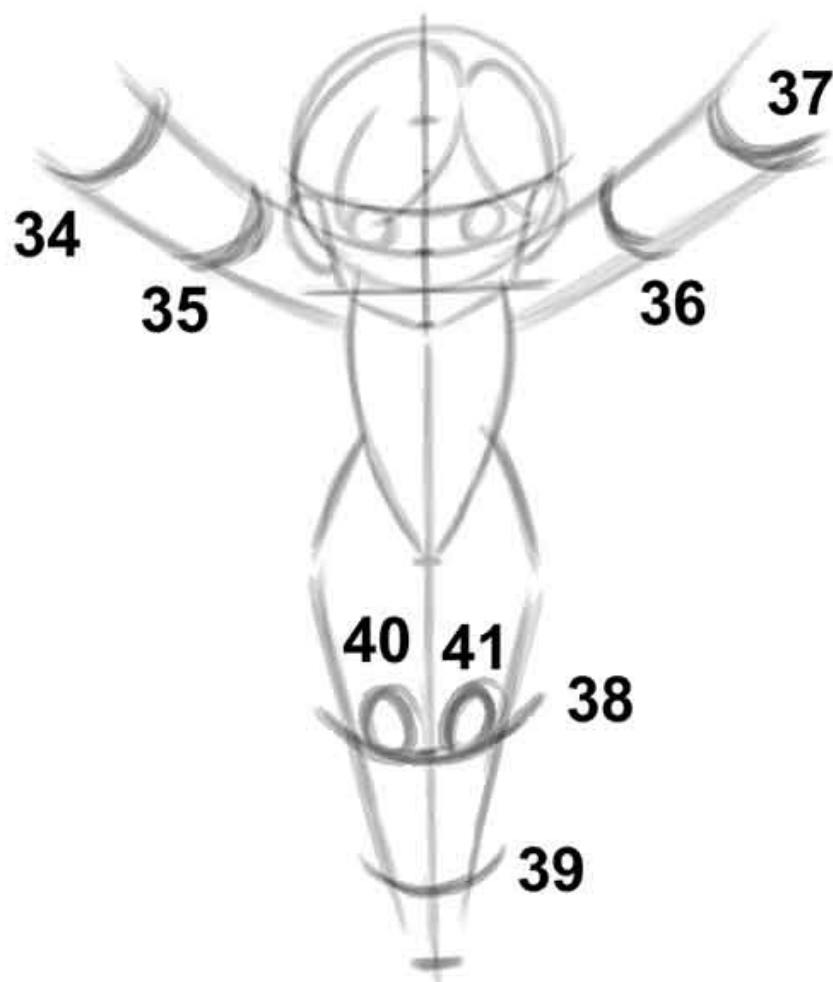
Draw the arms. Widen the outer ends.



*The wrists are  
parallel with  
the crotch  
position.*

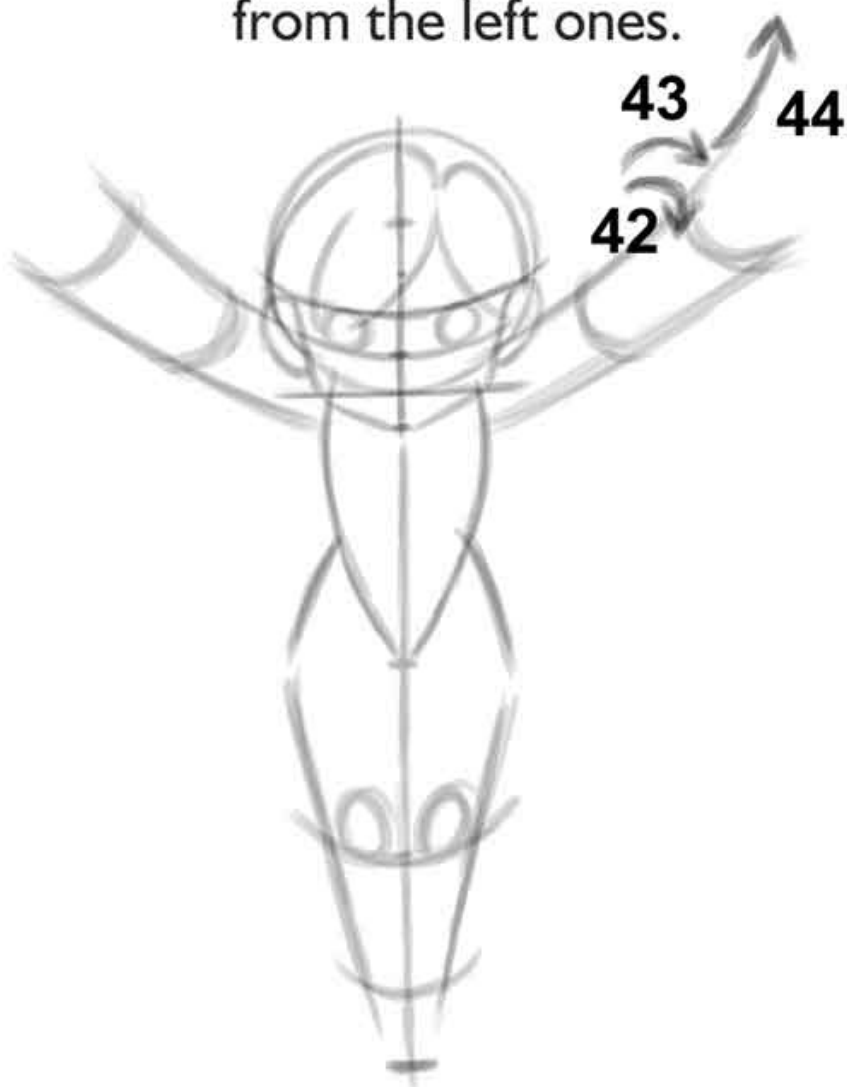
**10**

Divide its' joint sections. Add some balls for the knee bones.



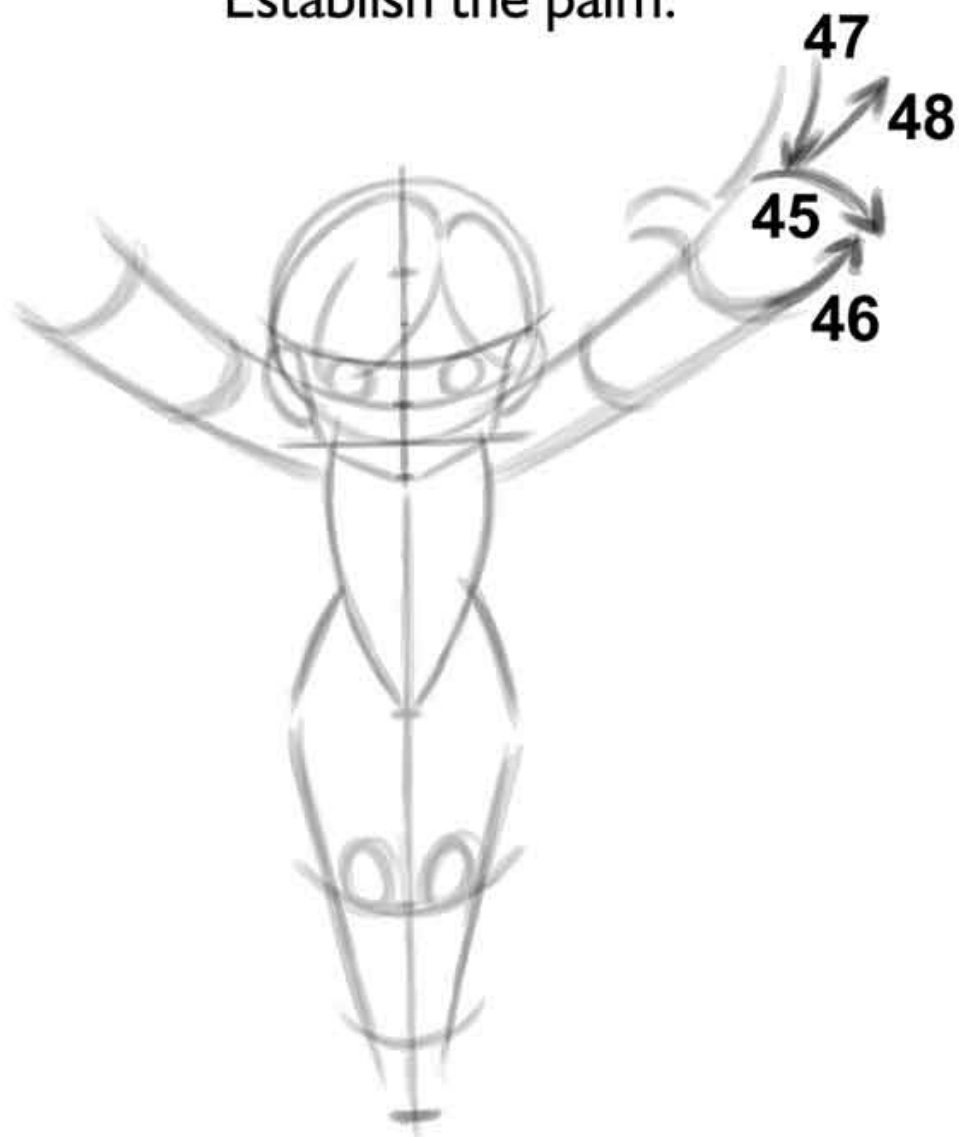
**11**

Begin constructing the hands. We start from the left ones.



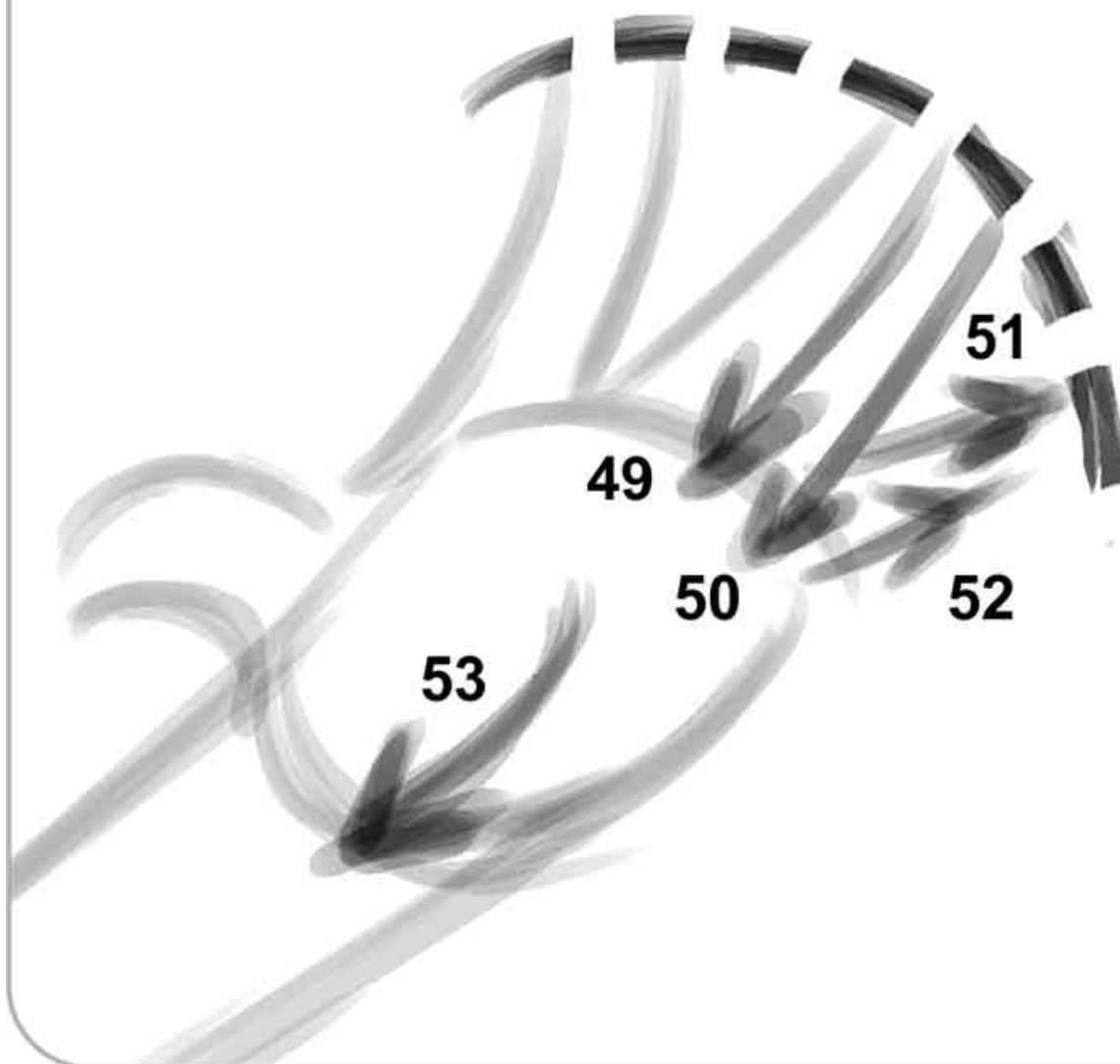
**12**

Establish the palm.



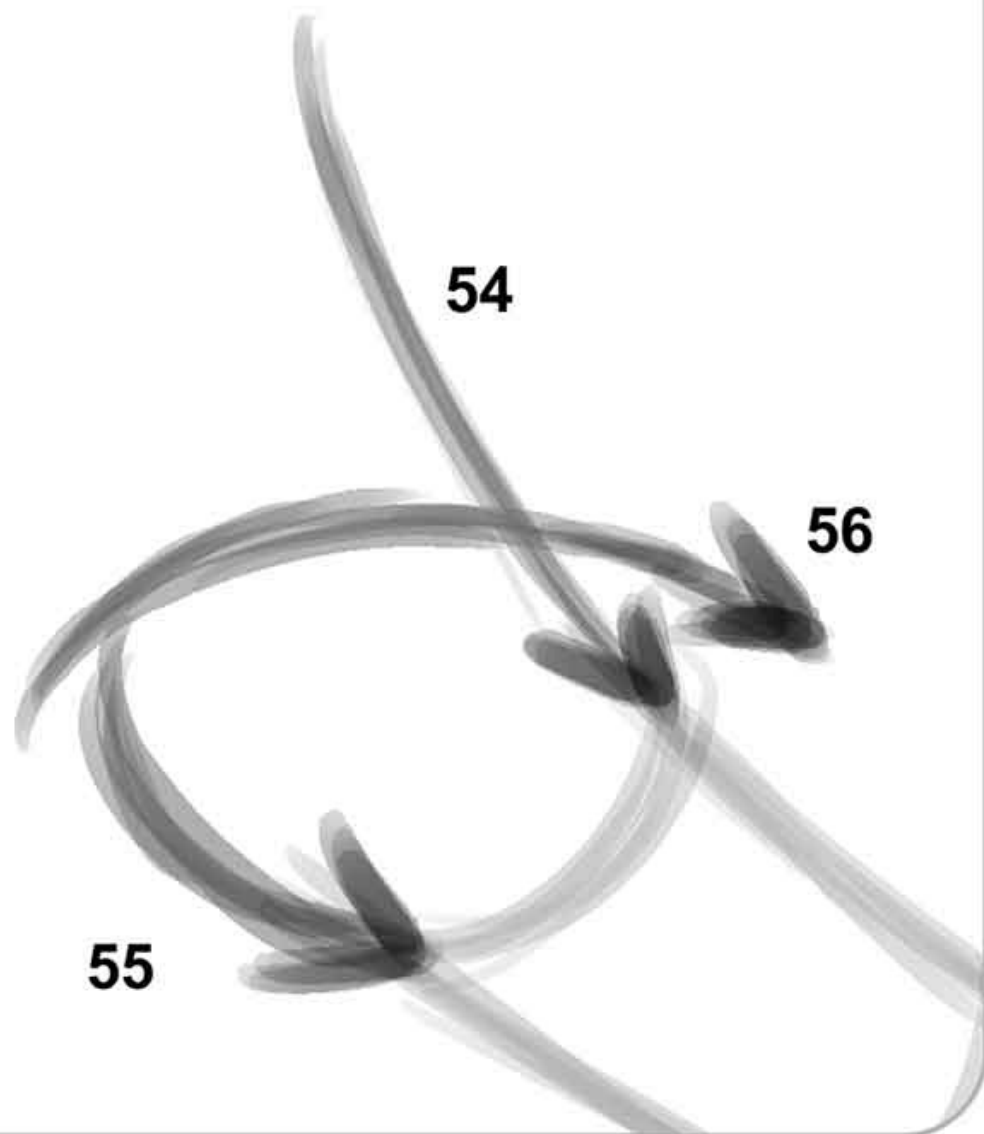
**13**

Finished left hand's construction.



**14**

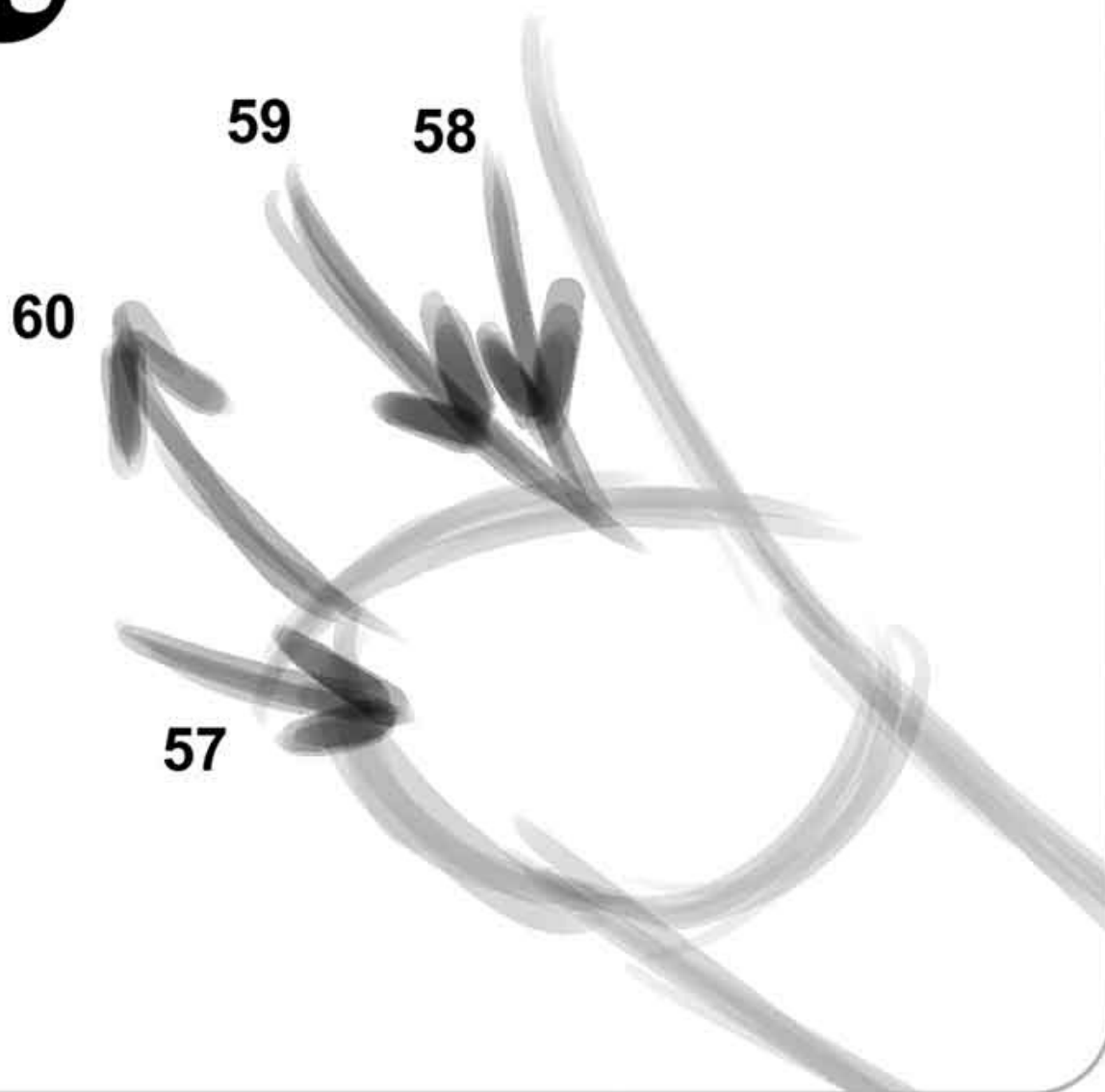
Begin the right hand's construction.





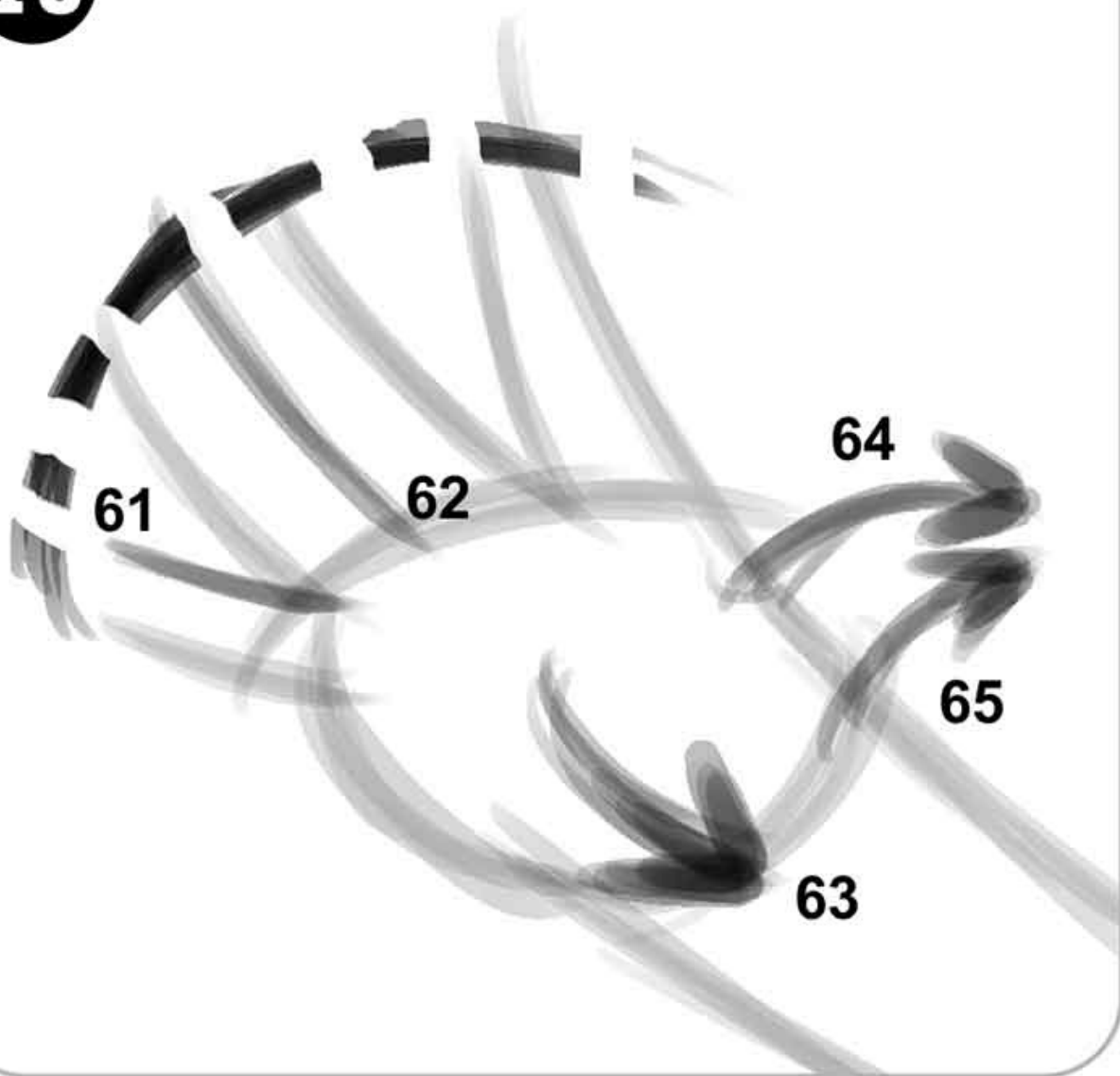
**15**

Establish the outer shape first...



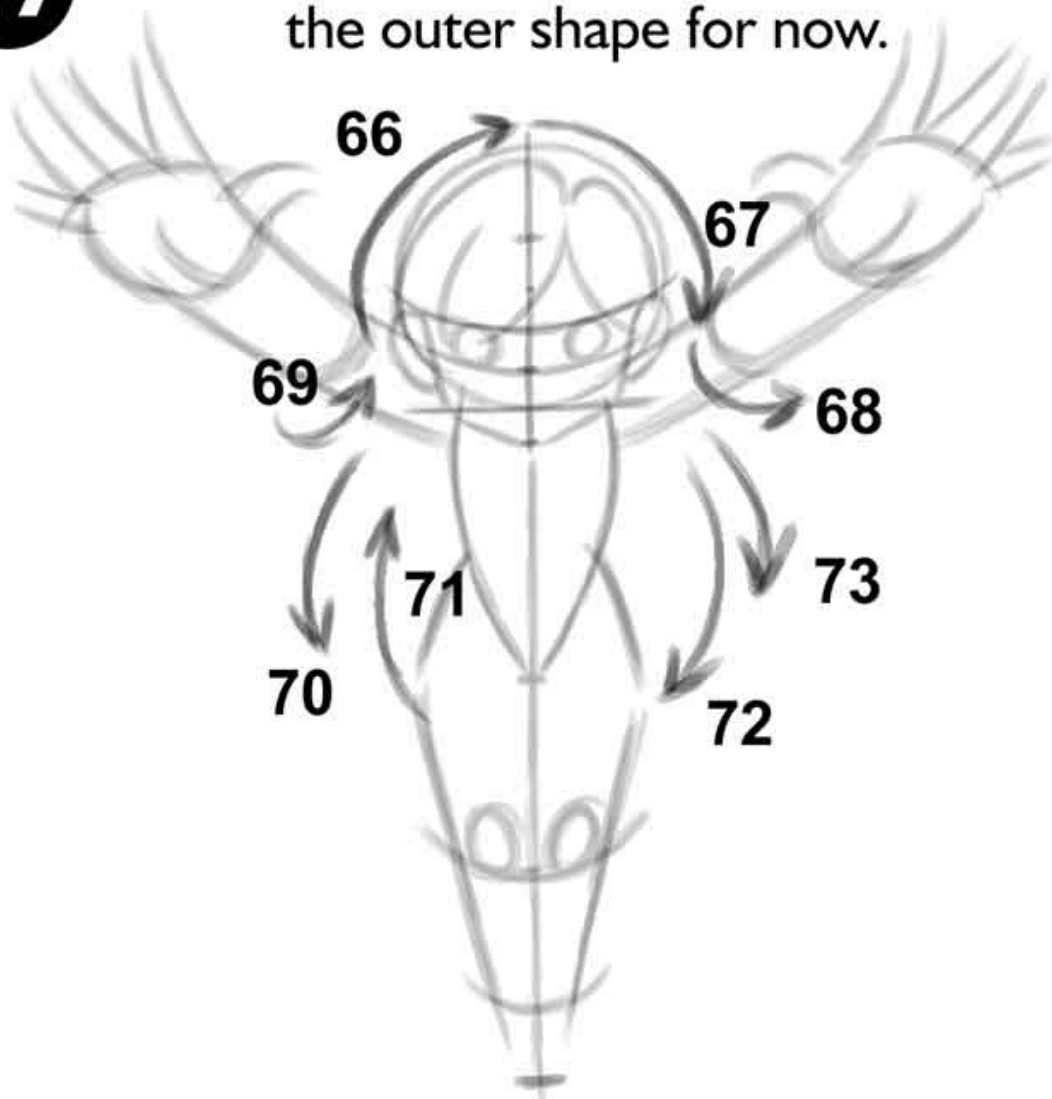
**16**

...before adding inner details.



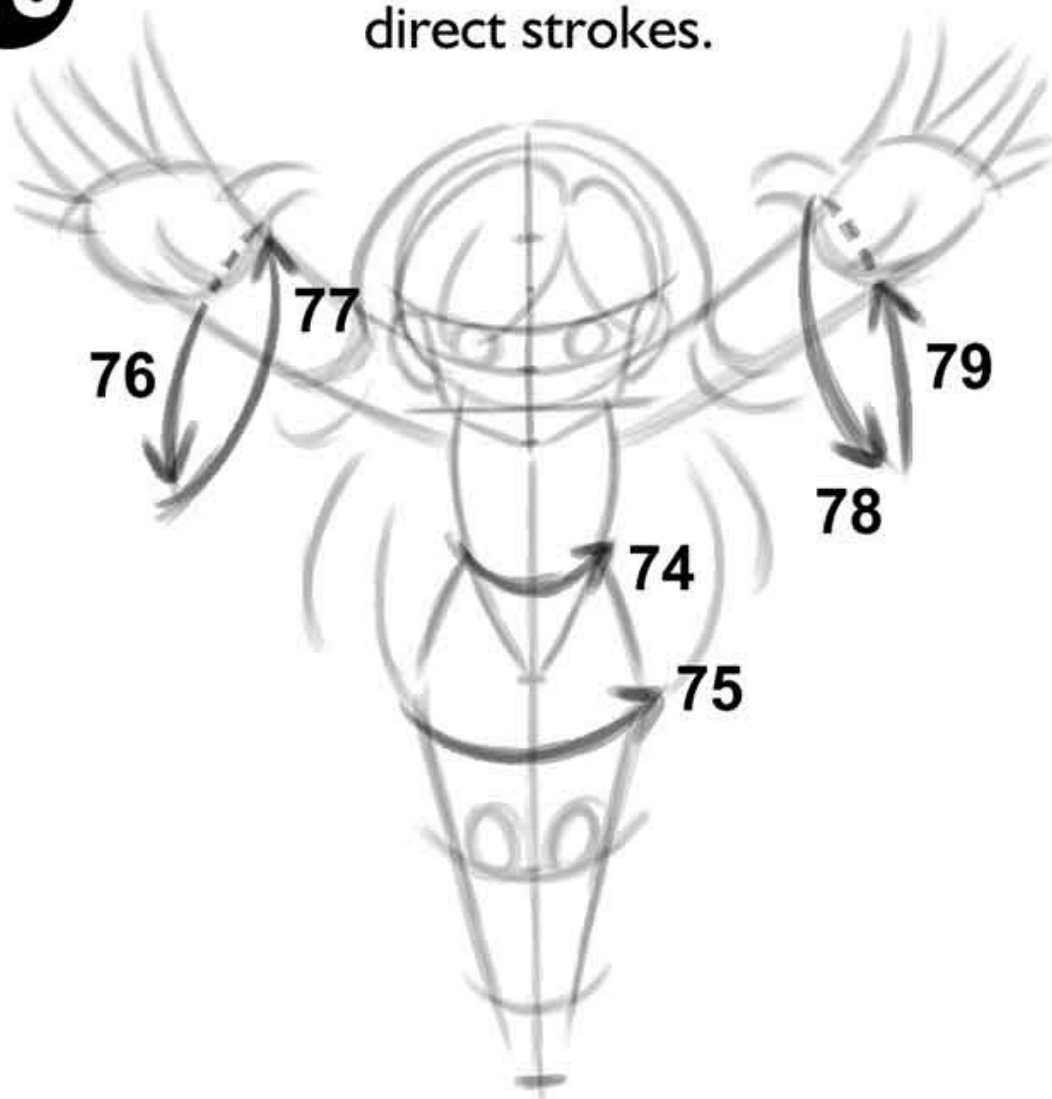
**17**

As for the hair, we just need to define the outer shape for now.

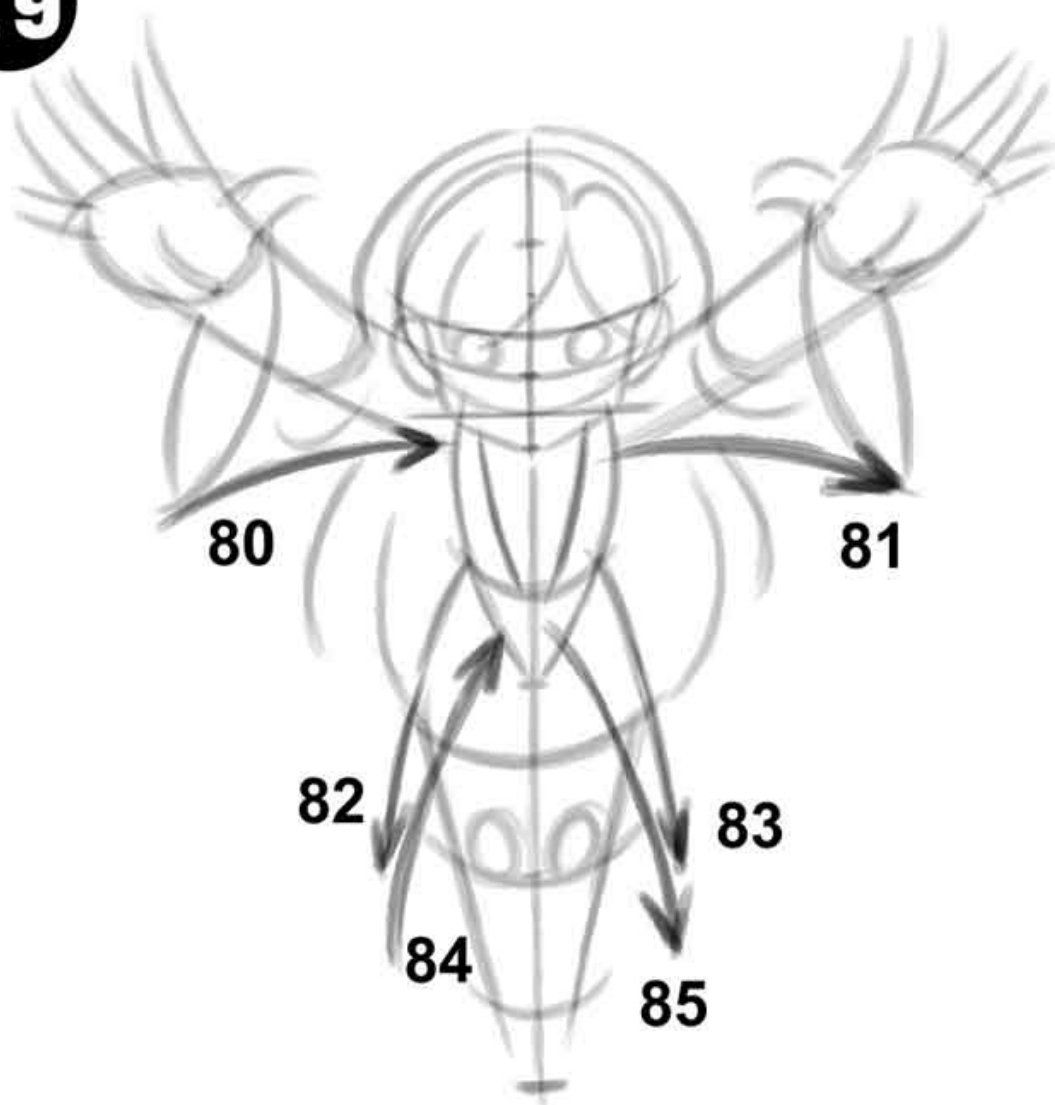


**18**

Construct the robe using several direct strokes.

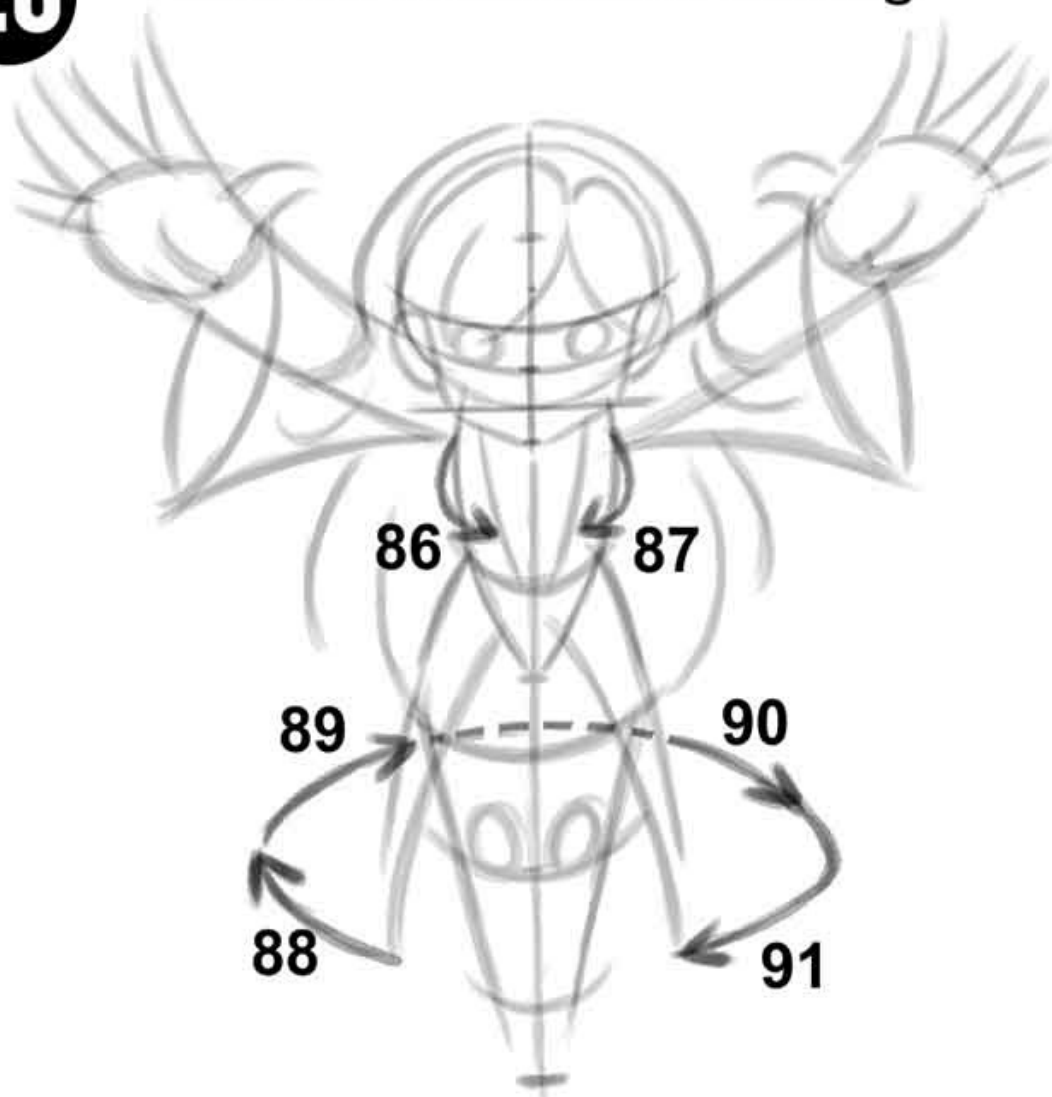


**19**



**20**

Finish the construction drawing.



**BUILDING THE FINAL SHAPE: Use strong lines.**

**21**

Begin building from the face.



**22**

Pay attention to each eye's angle.  
They're now tilted inside.





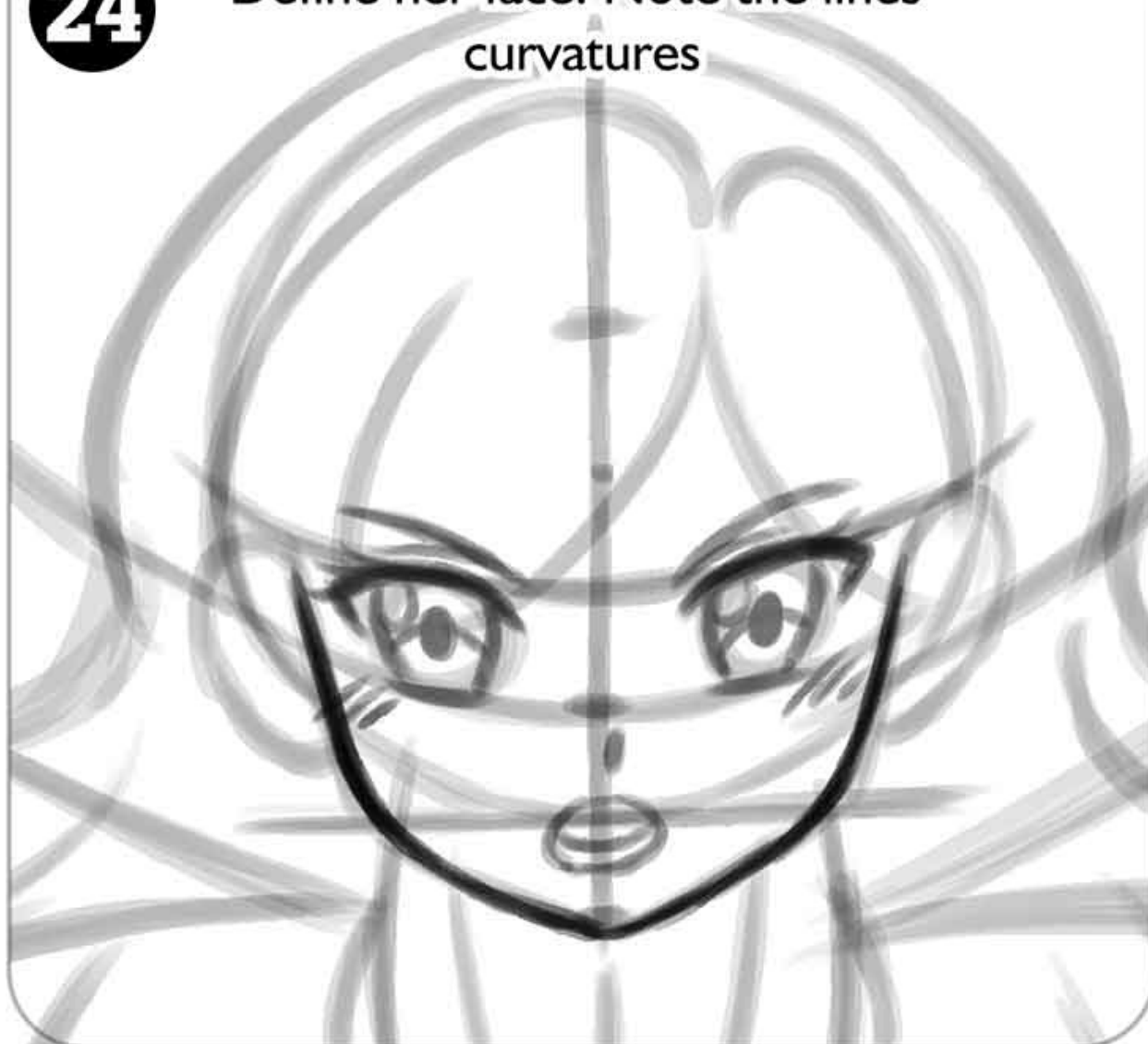
**23**

There are a lot of steps here.



**24**

Define her face. Note the lines'  
curvatures



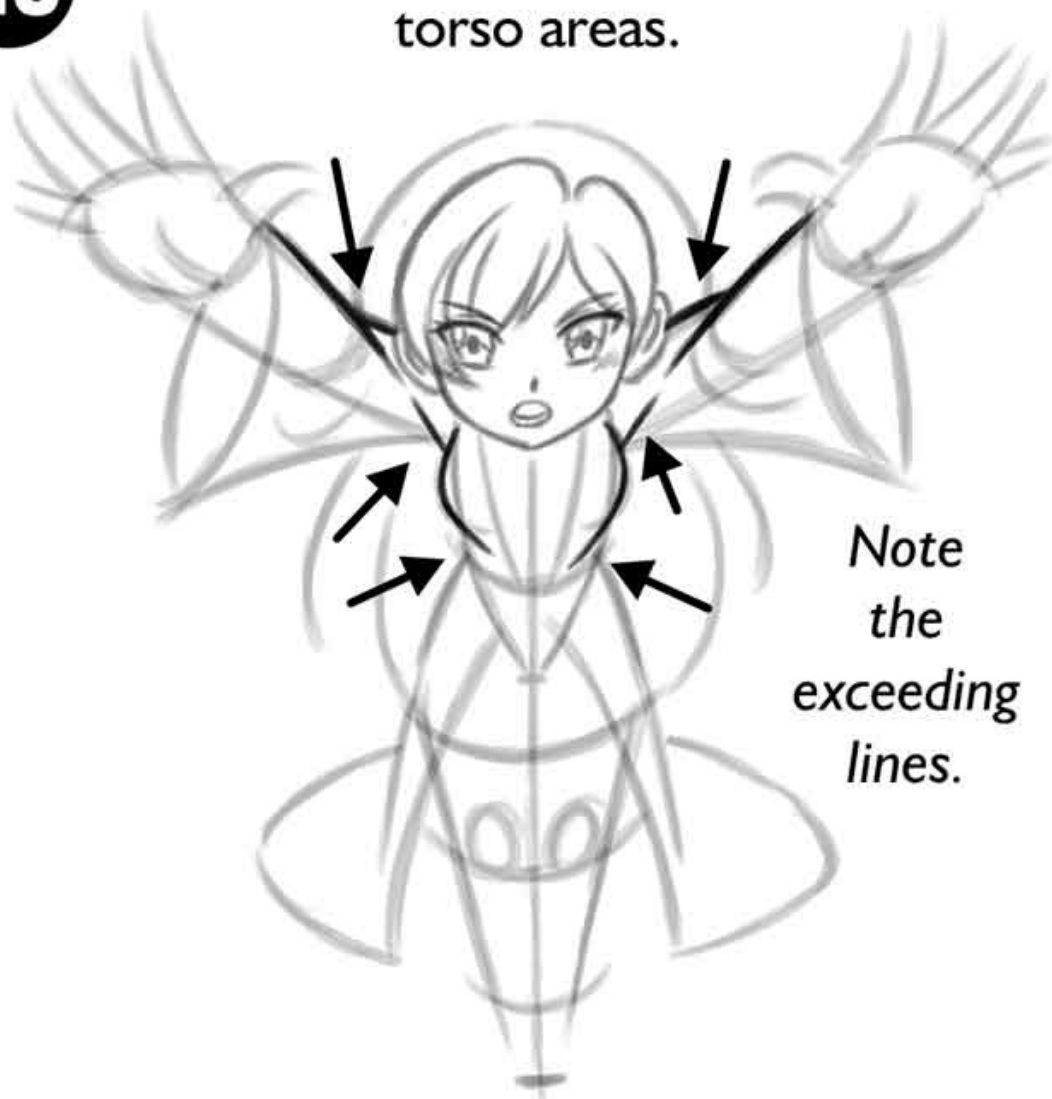
**25**

Trace the bangs' construction lines while building more details into it.



**26**

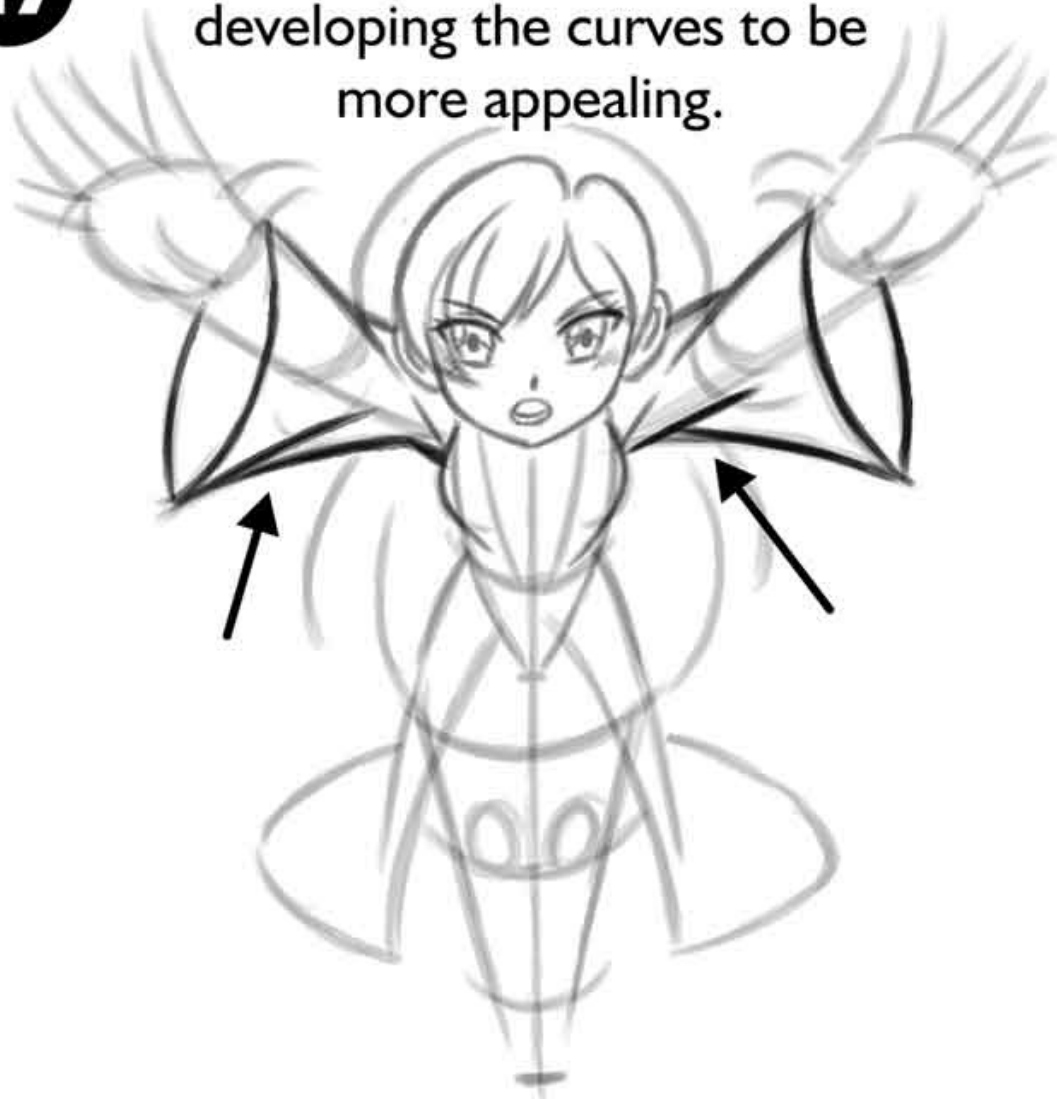
Shift the focus on the shoulder and torso areas.



*Note  
the  
exceeding  
lines.*

**27**

Continue tracing the lines, while developing the curves to be more appealing.



**28**

Build the sash.



**29**

Just trace the construction lines.



**30**

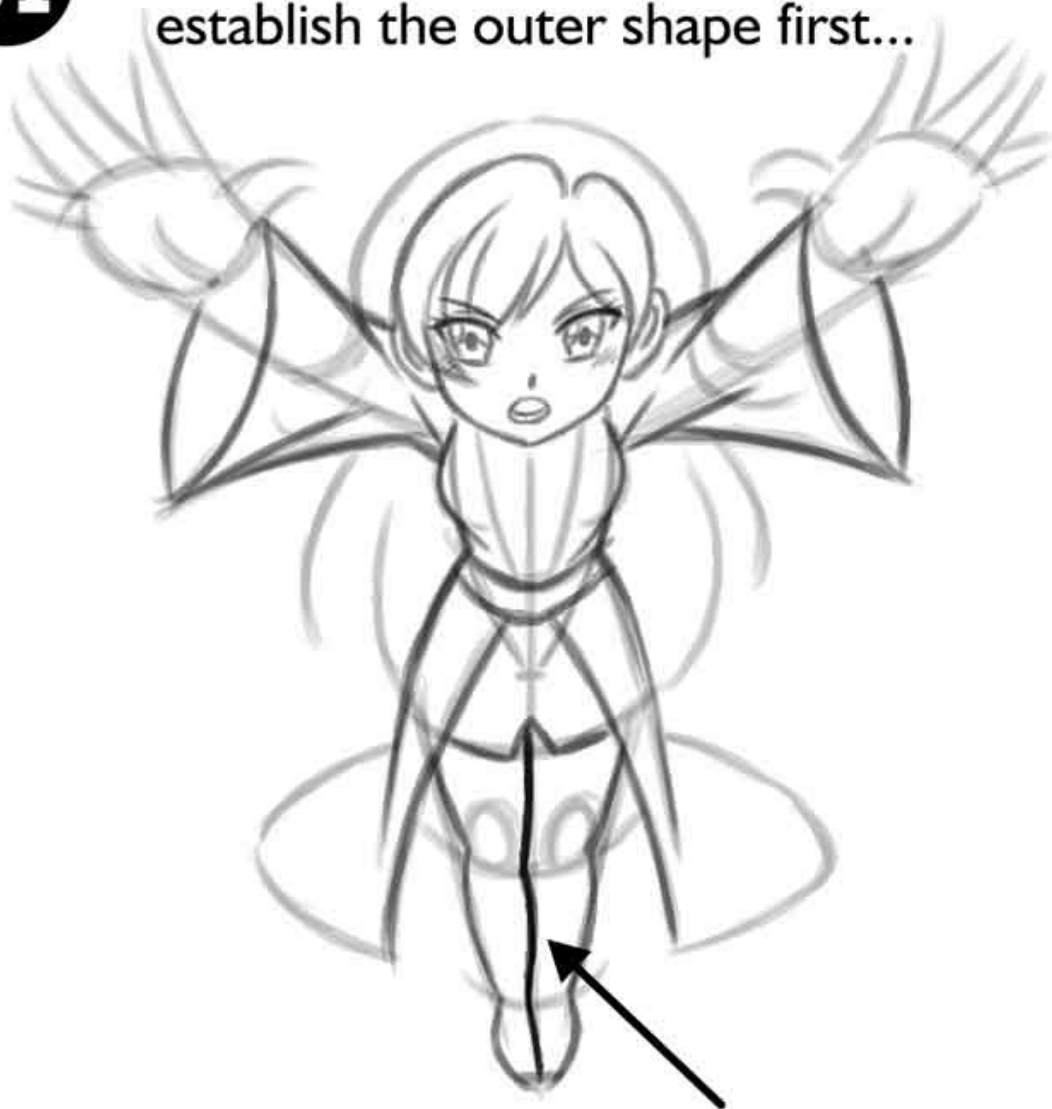
Define the legs.





**31**

When building, always try to establish the outer shape first...



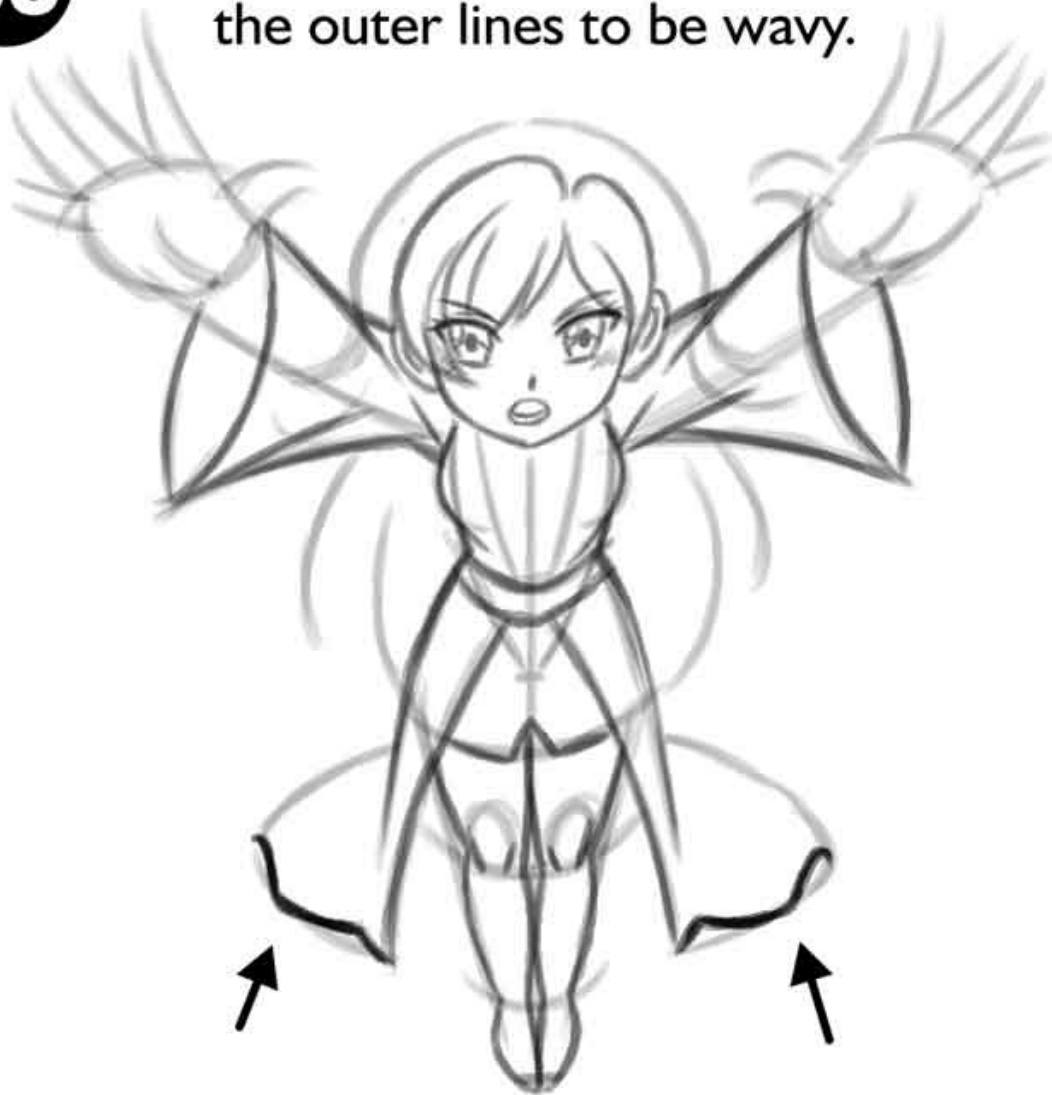
**32**

...before developing the inner side.  
Specially when making lineart  
drawings.



**33**

For the robe's lower part, make the outer lines to be wavy.



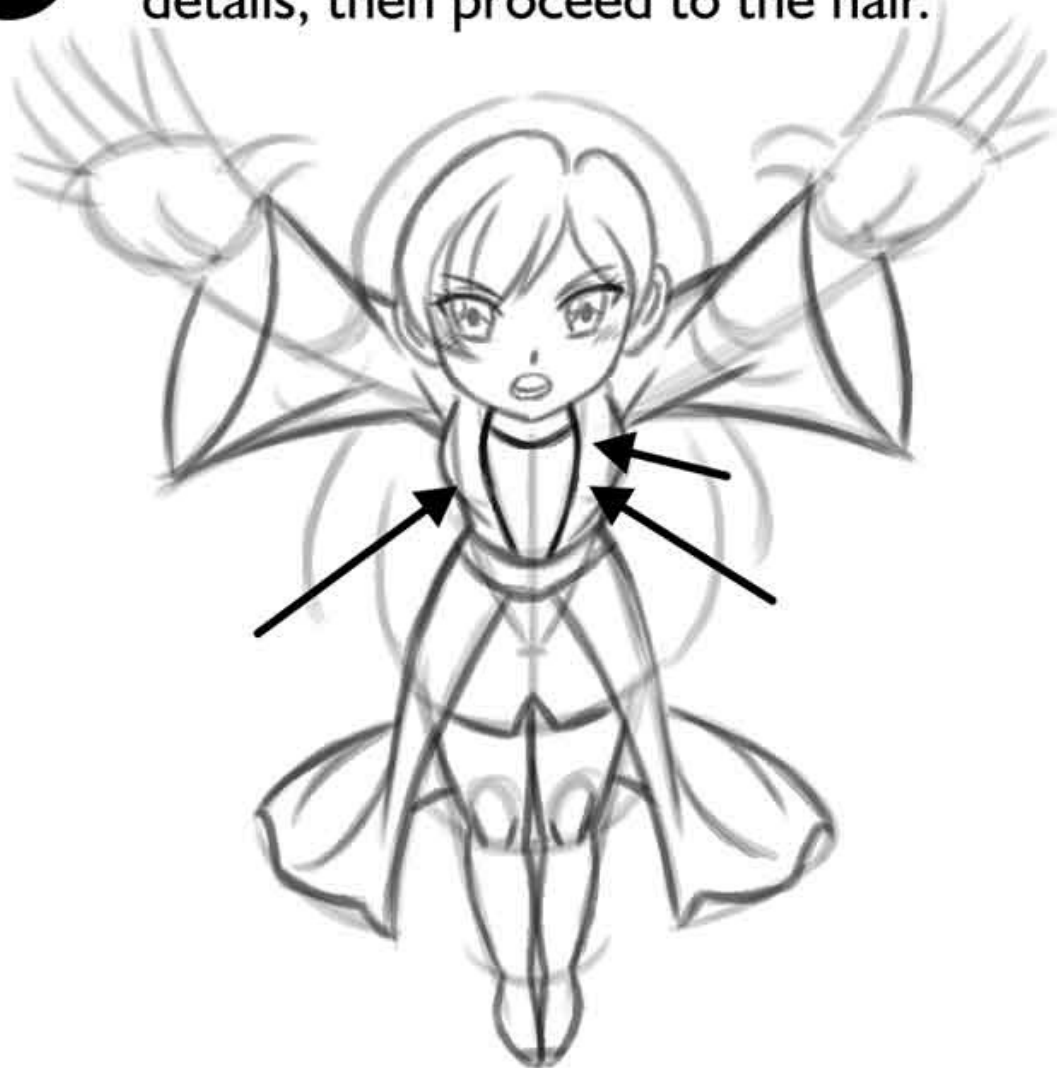
**34**

Then add the creases.



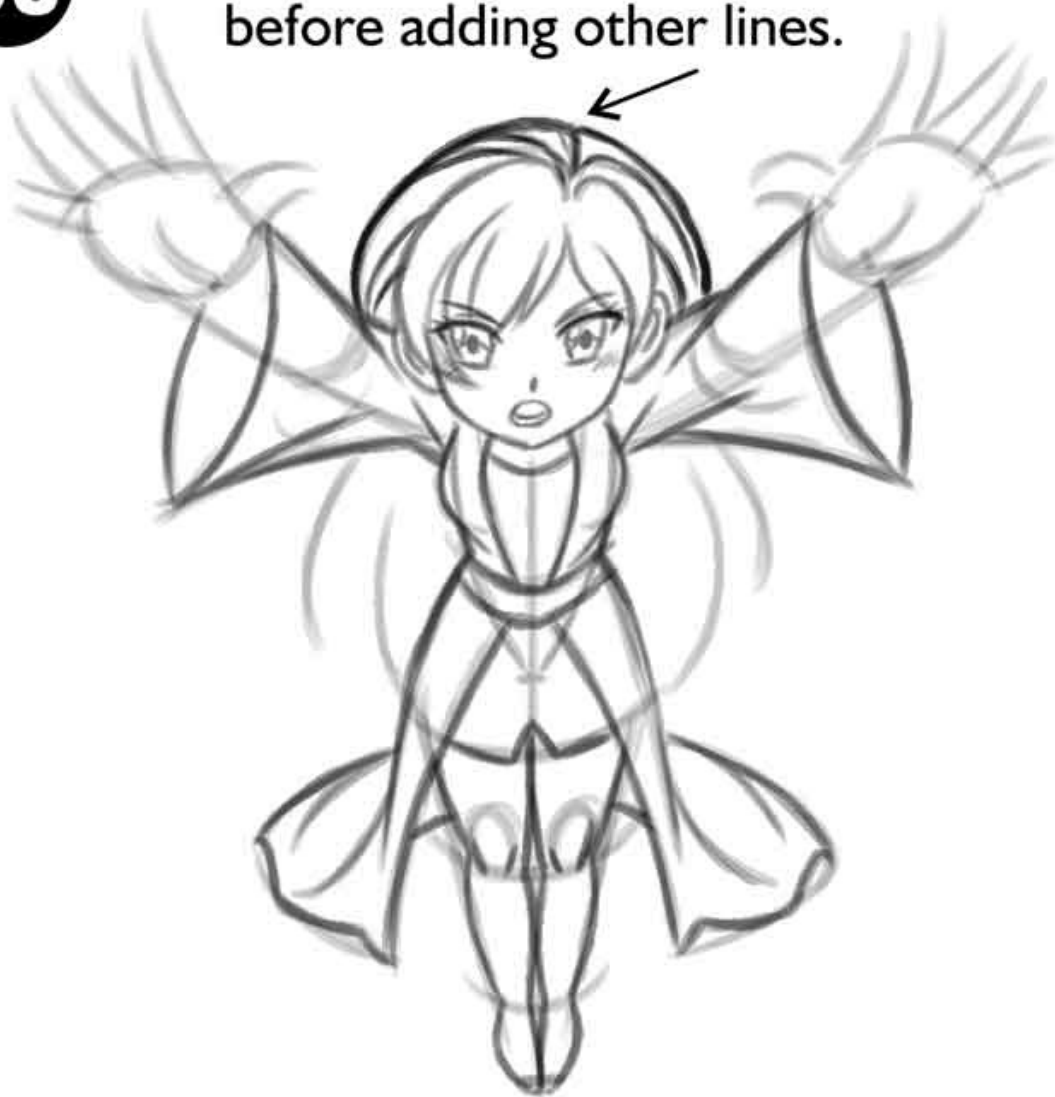
**35**

Continue develop the robe's inner details, then proceed to the hair.



**36**

Establish the dividing line first  
before adding other lines.



**37**

Continue building the hair.



**38**

Add several overlapping parts.





**39**

Then fill in the details.



**40**

Trace the left hand's lines. Begin  
from the outer side...



**41**

...and then the inner side.



**42**

Finish the other hand, then  
clean your drawing



**43**

Add some more defining lines.



**44**

Then draw the robe's lining.



**45**

Fill it with simple continuous pattern.



**46**

**SHADING:** like in previous exercises,  
define the areas first.





**47**

Fill it with blacks, then add some specular highlights to the hair.



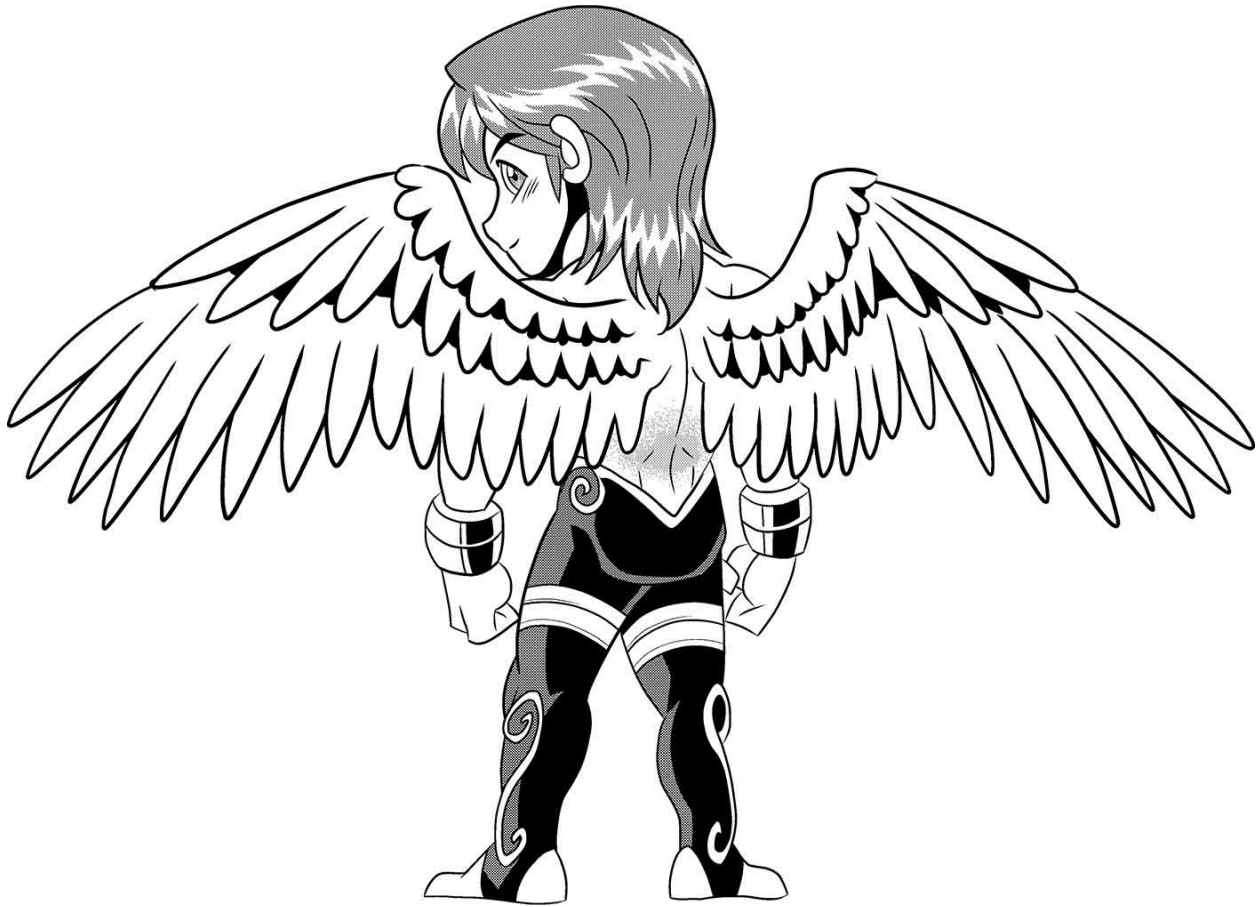
**48**

Develop the highlight more,  
then add some corner shadows.

FINISH!



# **COURSE #7: WINGED WARRIOR**



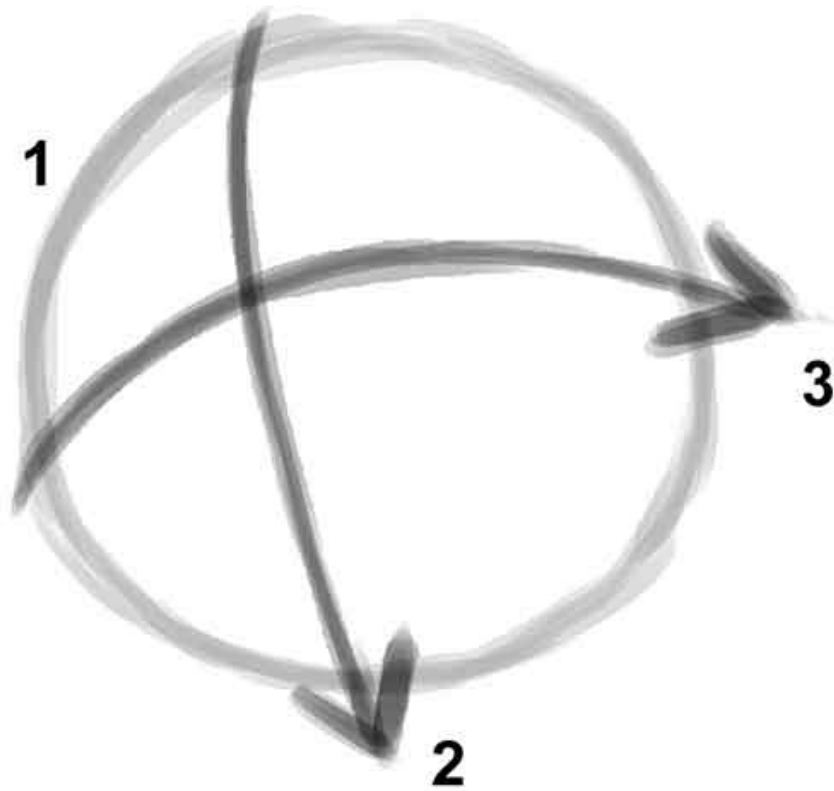
In the seventh exercise you will learn how to:

- Draw a chibi figure from the back.
- Draw bird wings.
- Draw muscle tone to enhance the visual appeal.

**CONSTRUCTION: Use thin lines.**

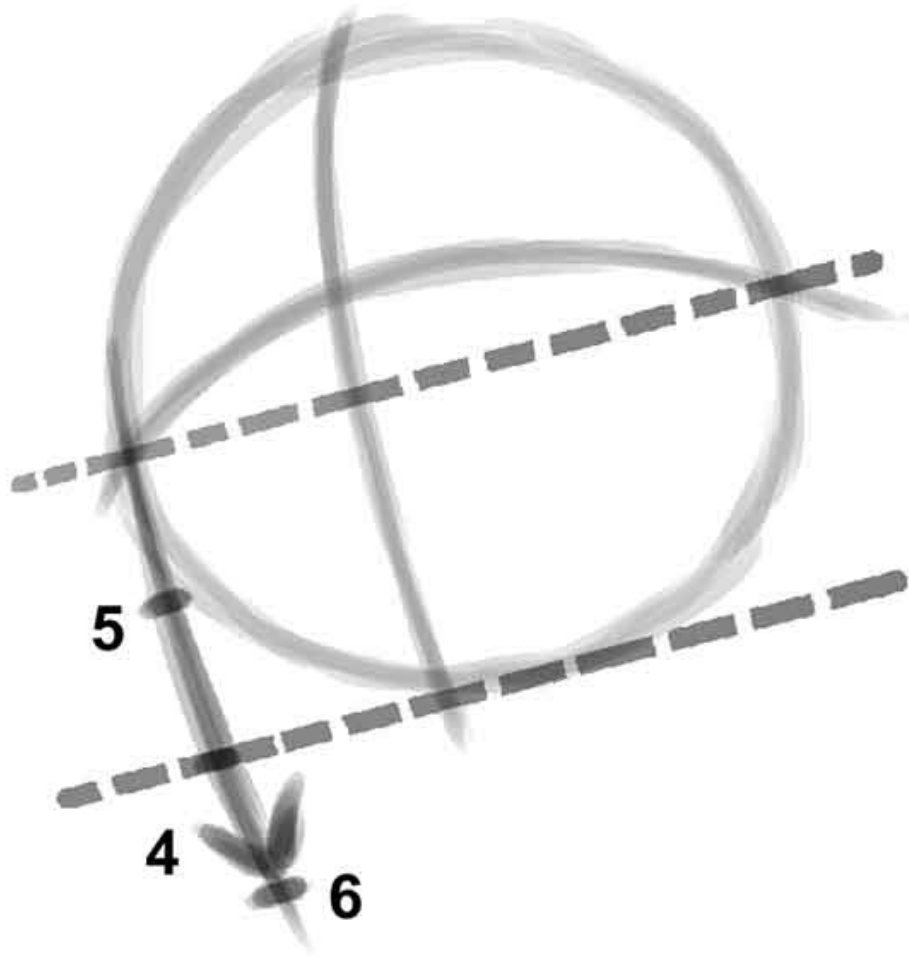
**1**

Draw a circle.



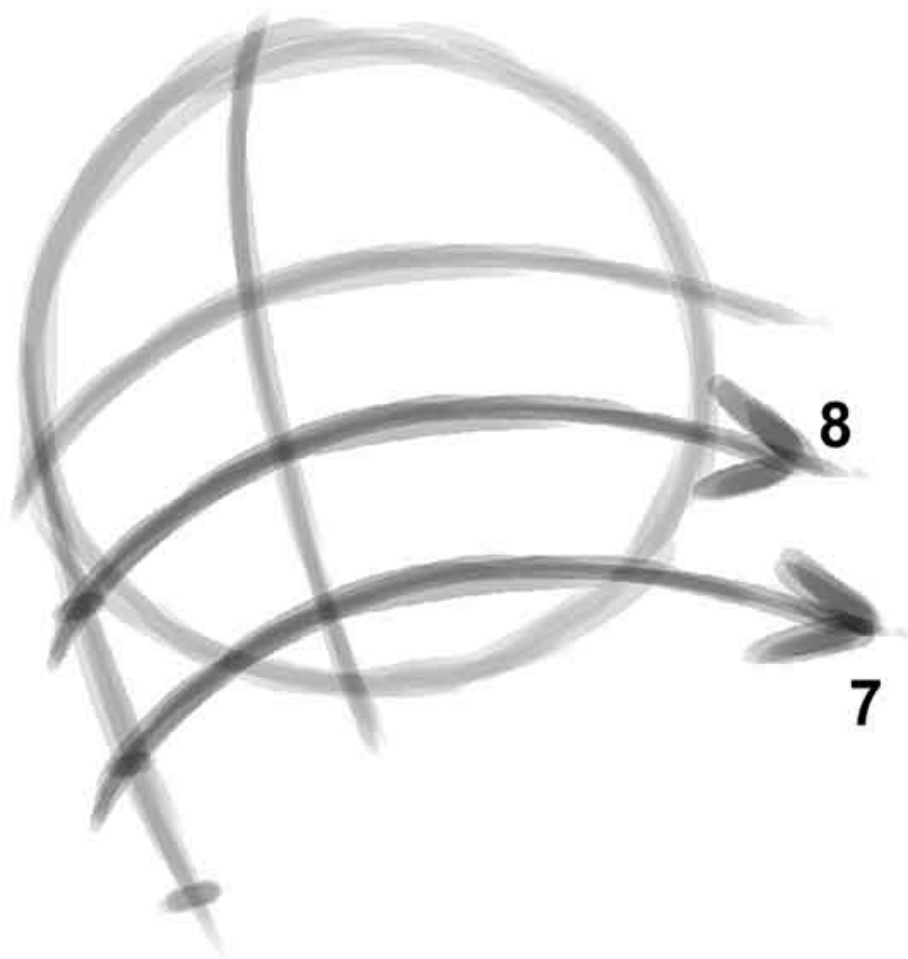
**2**

Divide its' sections like shown.



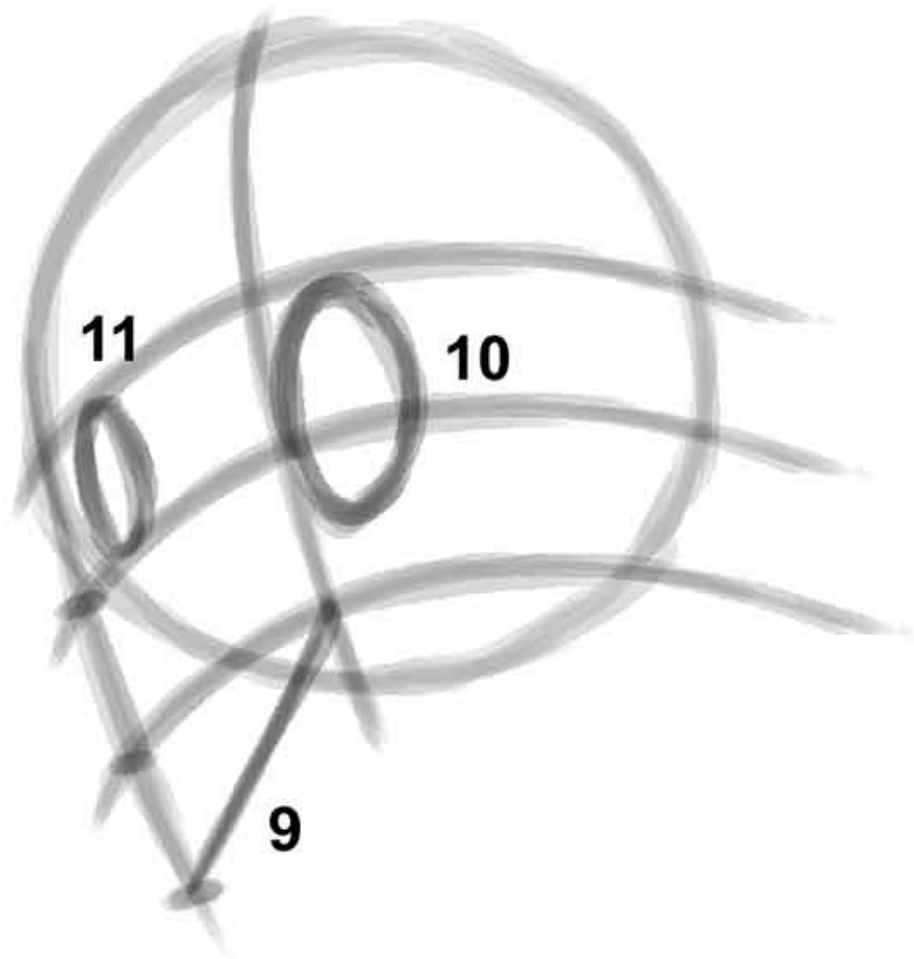
**3**

Add several measuring lines.



**4**

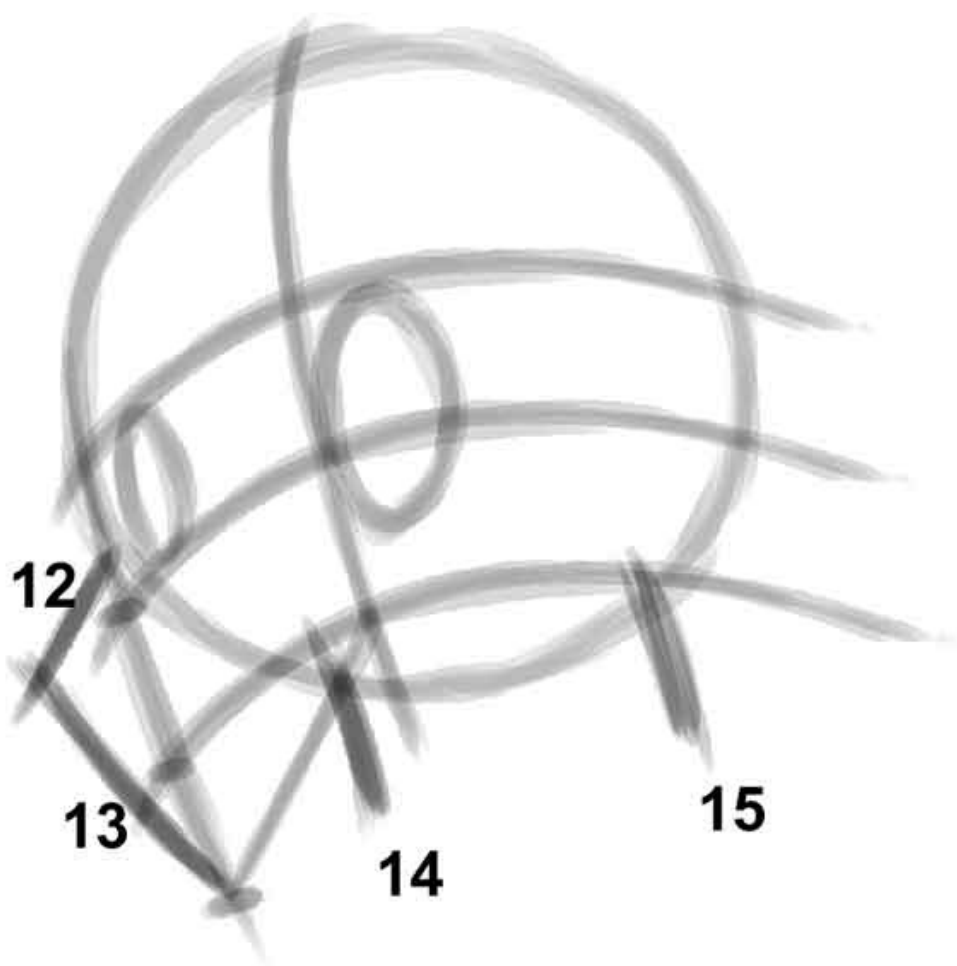
Establish the jaw. Attach the ear and draw the eye.





**5**

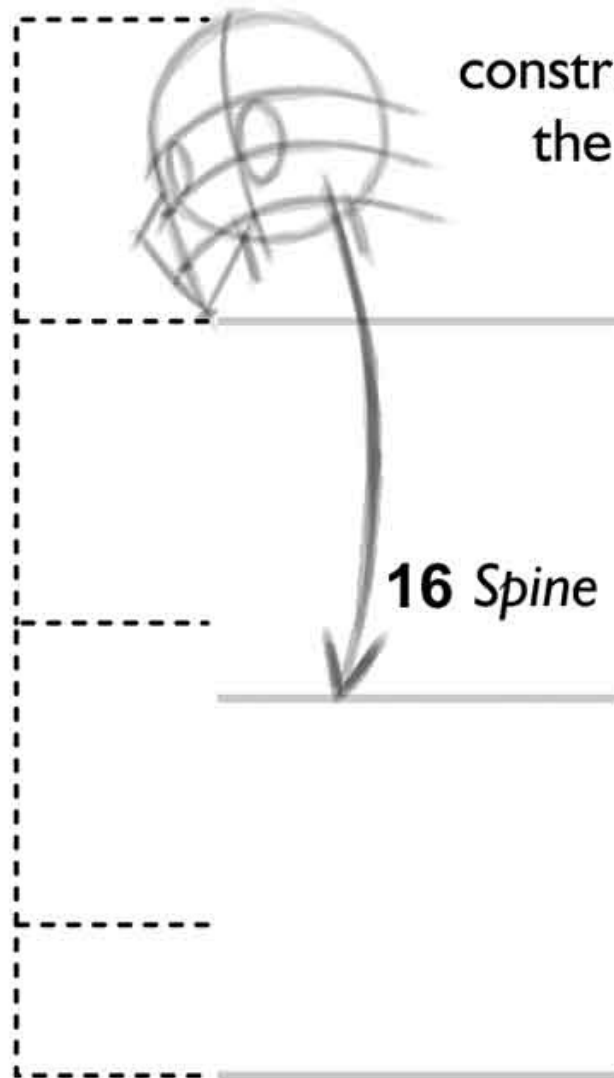
Add a 'snout' to the front, then  
add two strokes for the neck.



**6**

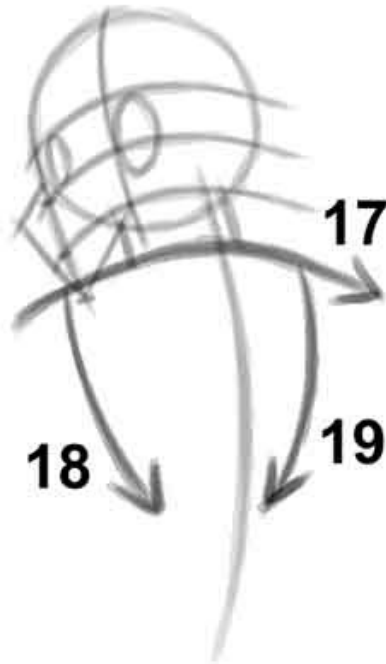
Begin  
constructing  
the body.

*Height:  
2 1/2 heads,  
counted from  
the bottom of  
the chin.*



**7**

Construct the upper body. Stop when you feel the line have reached the waist.



*The  
upper shoulder  
overlaps  
the neck  
when viewed  
from behind.*

**8**

We merge the hip and leg into two lines for faster construction.



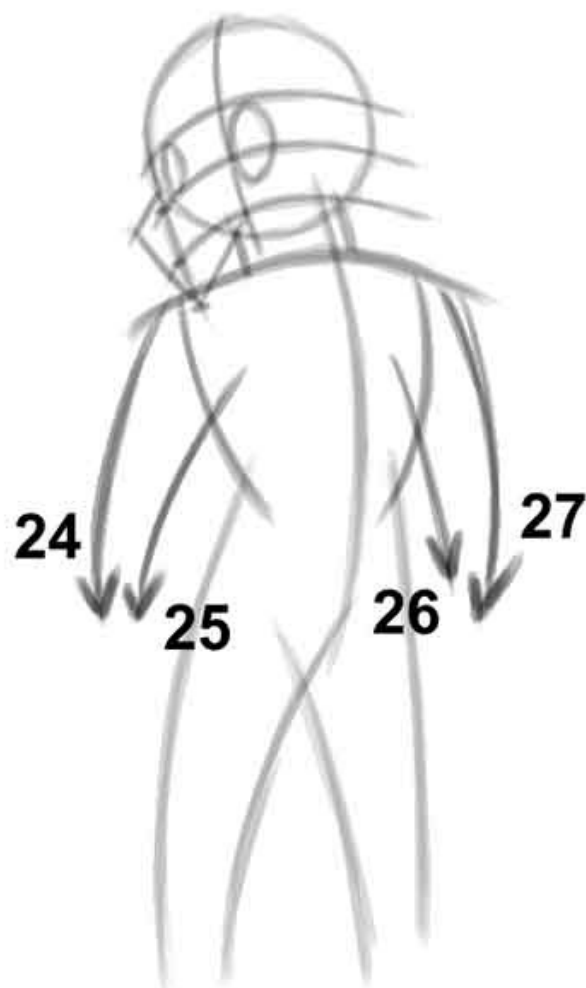
**9**

Do the same for the other side.



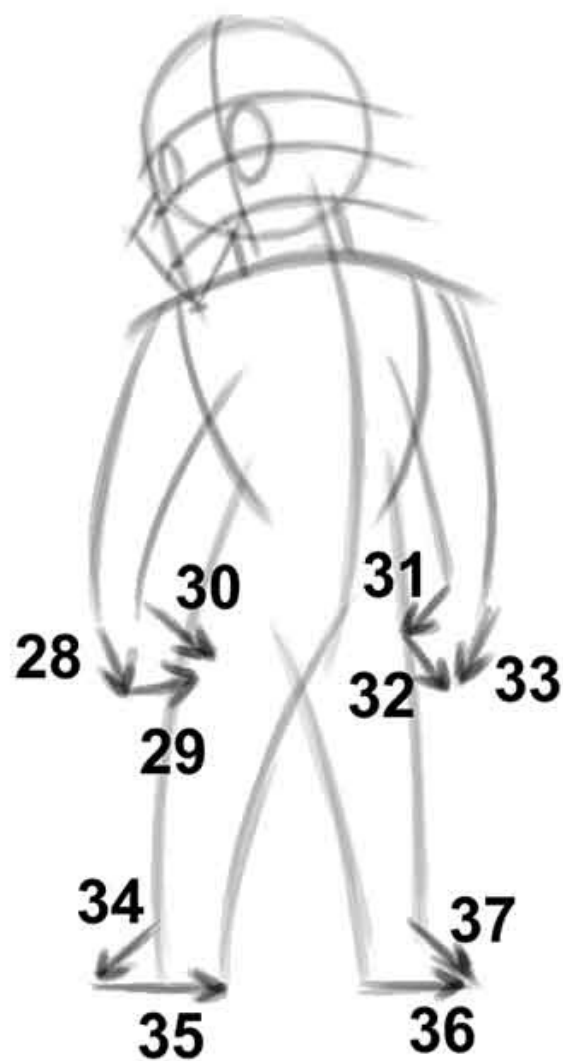
**10**

Continue by constructing the arms.



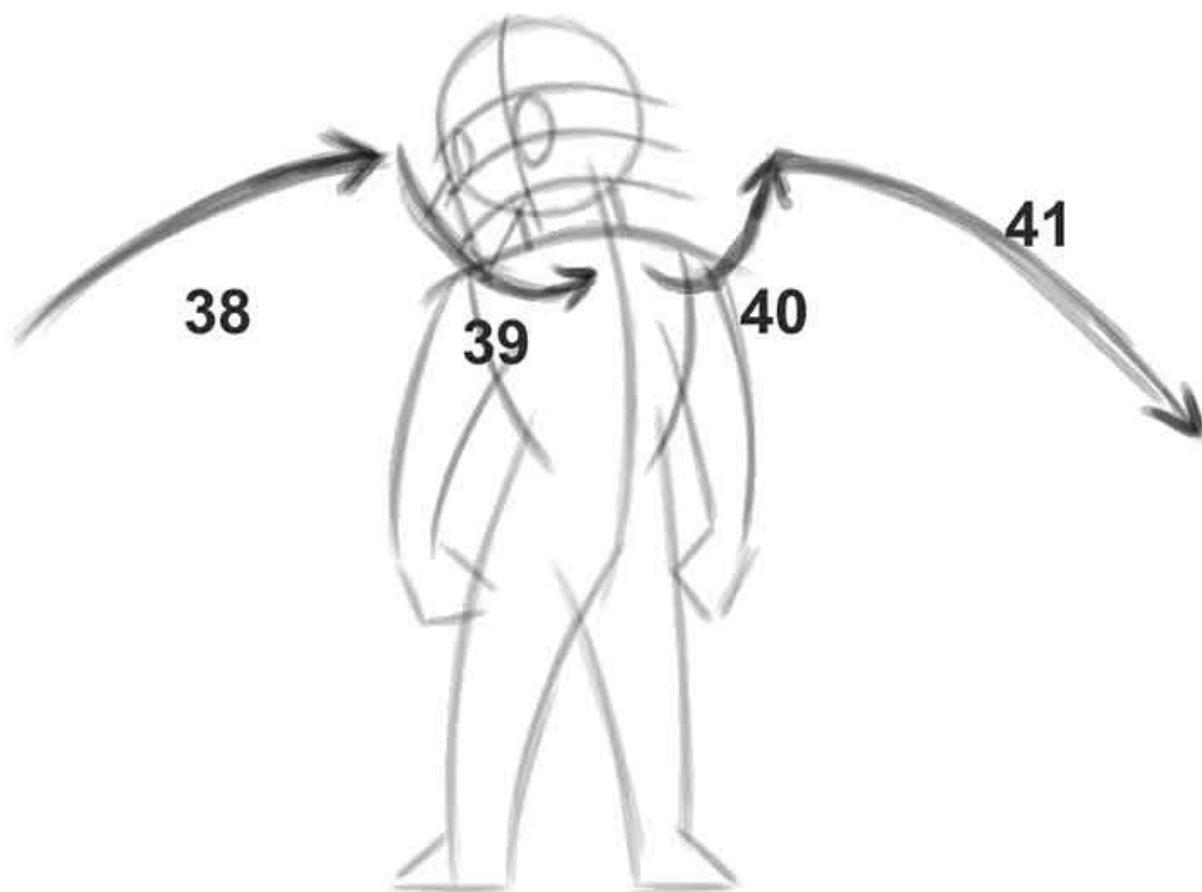
**11**

Next are the knuckles and foots...



**12**

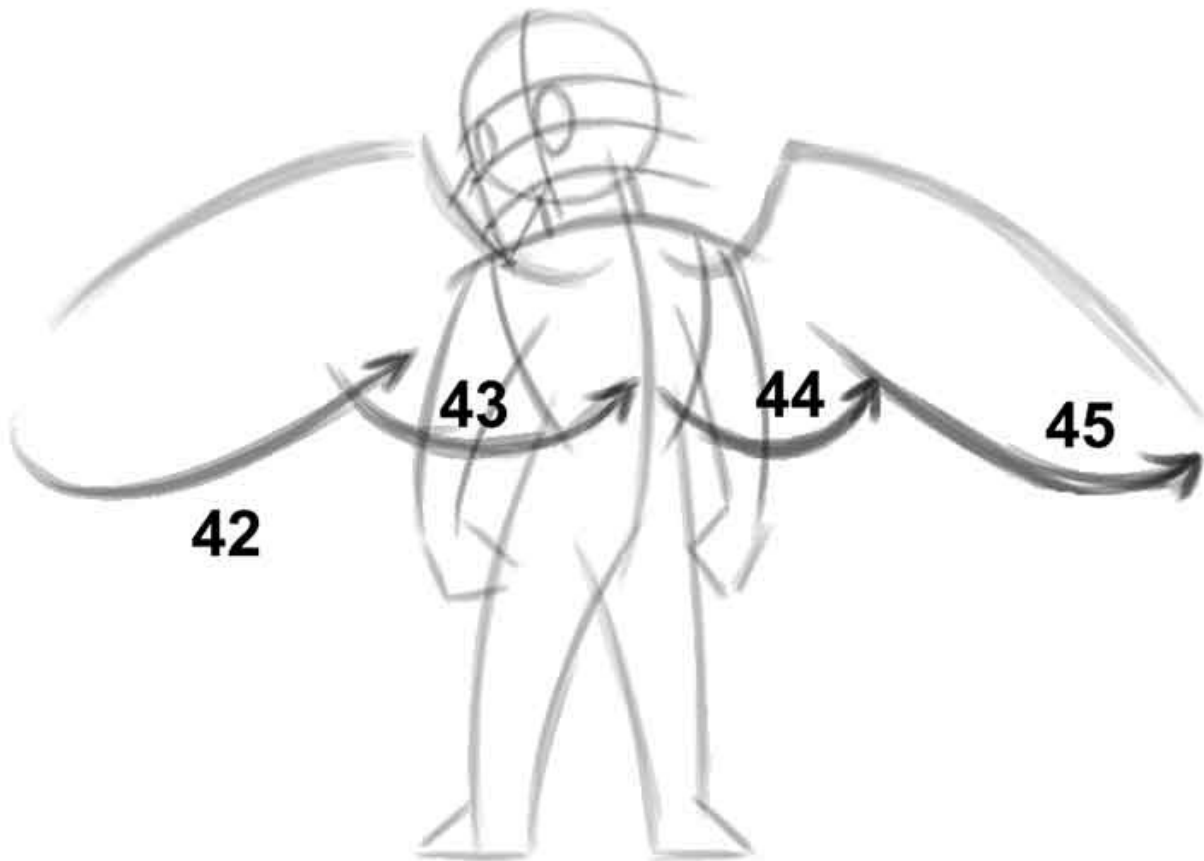
...then we attach the wings.





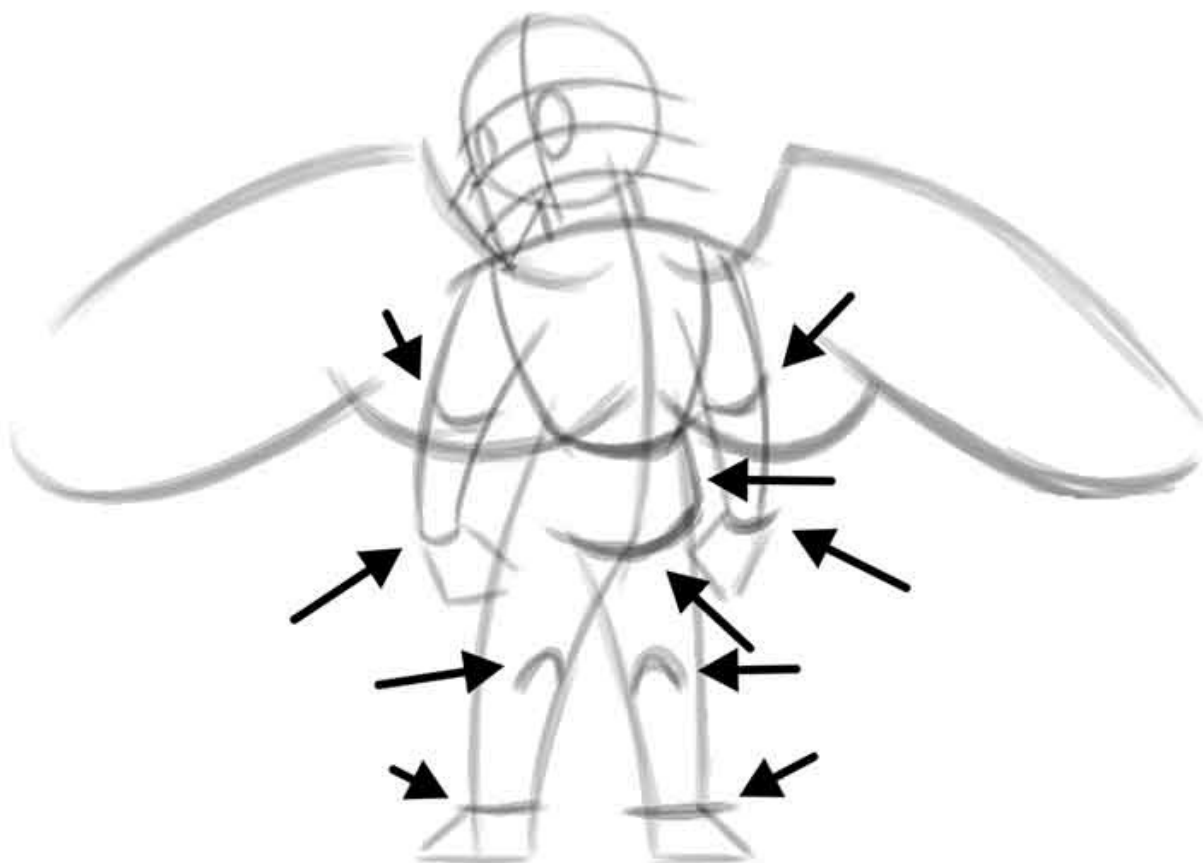
**13**

Four strokes to finish the wings' construction.



**14**

Define the joints.



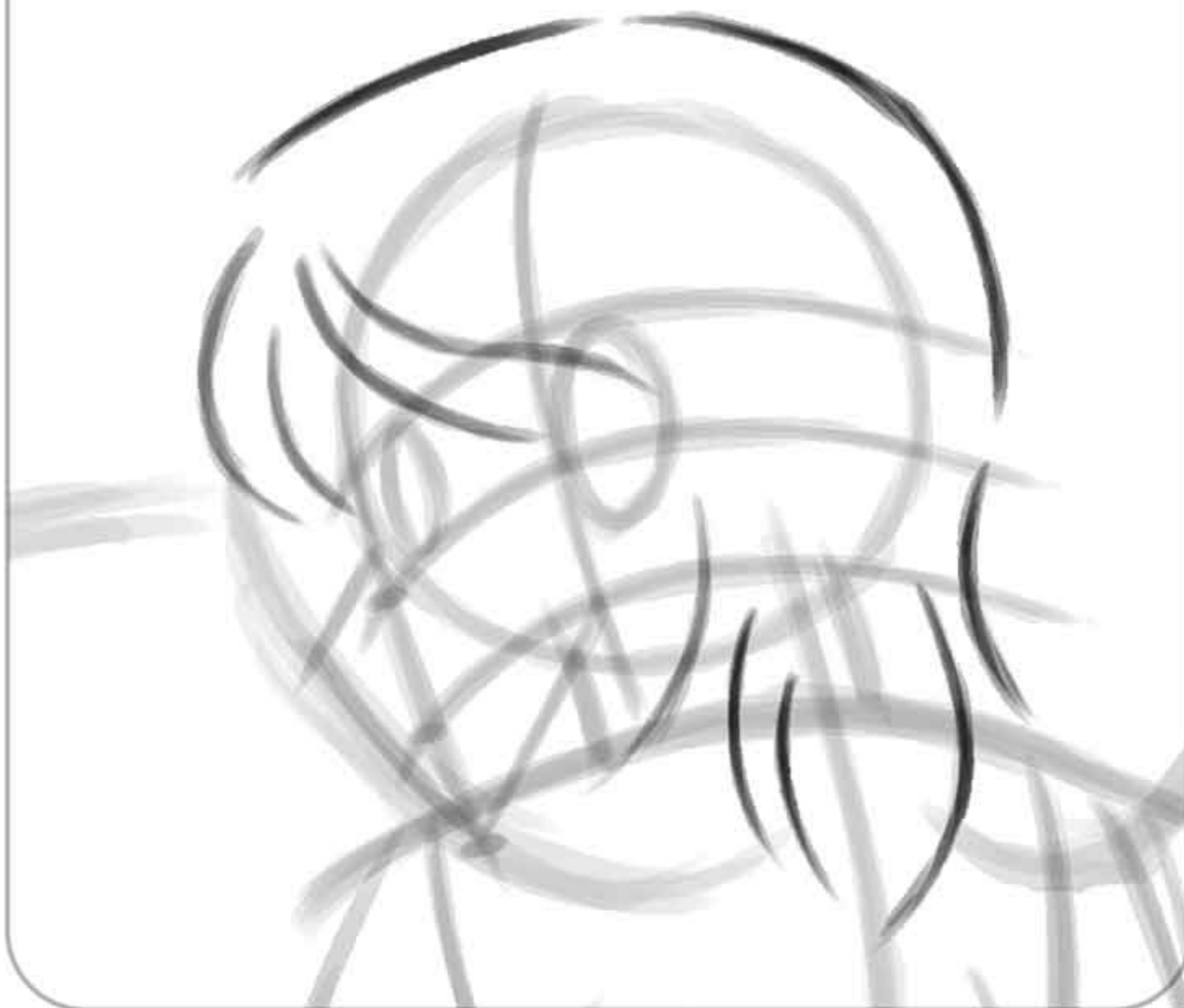
**15**

Plan the hairstyle. Start from the bangs.



**16**

Give them some distance from the skull.



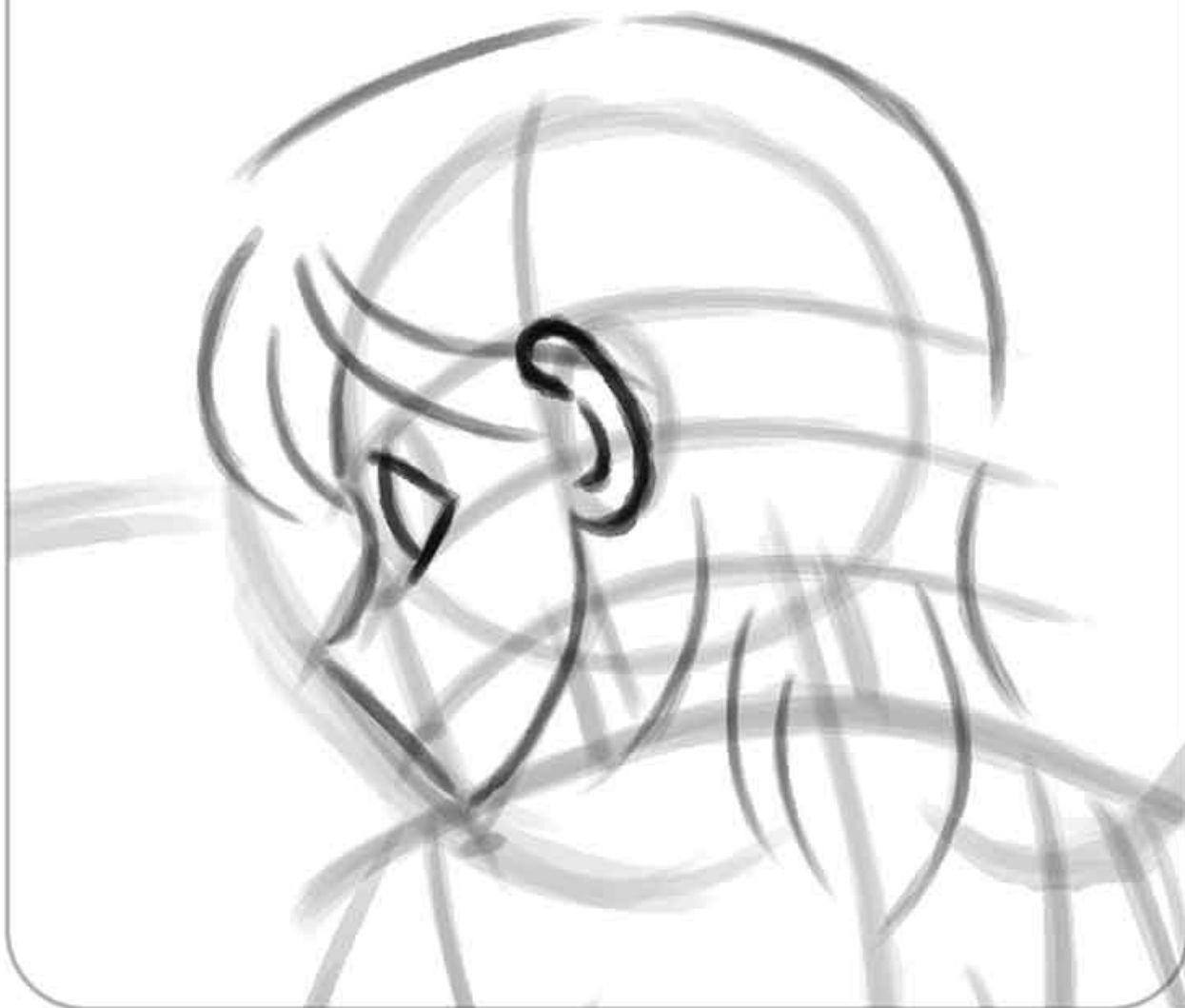
**17**

Define the face like shown below.



**18**

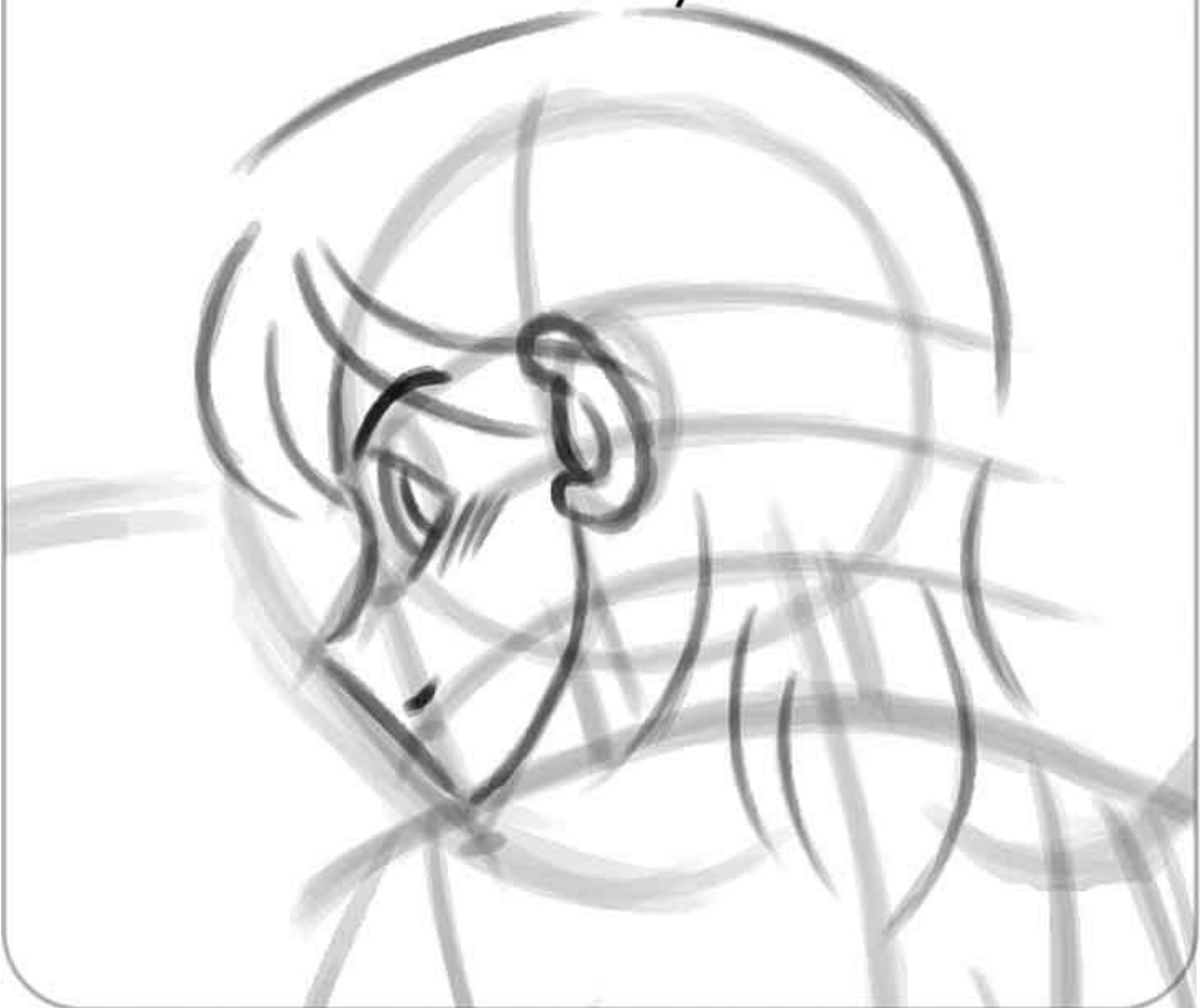
Attach the ear, draw the eyes.



**BUILDING THE FINAL SHAPE: Use strong lines.**

**19**

Add the brow and mouth, then develop the eye.



**20**

Then develop the hair's details.





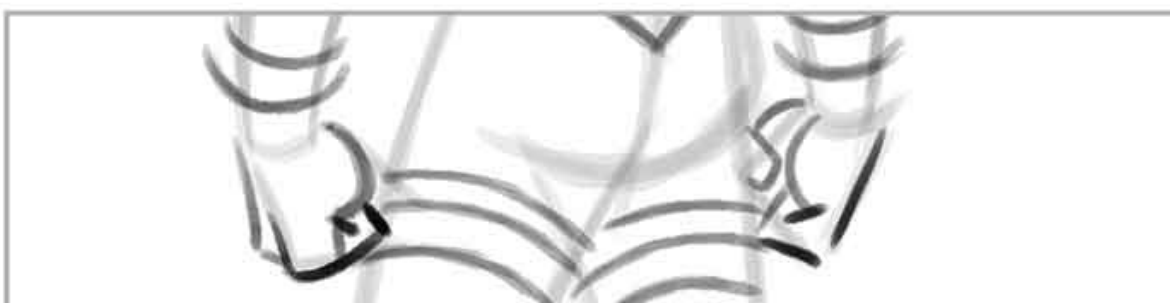
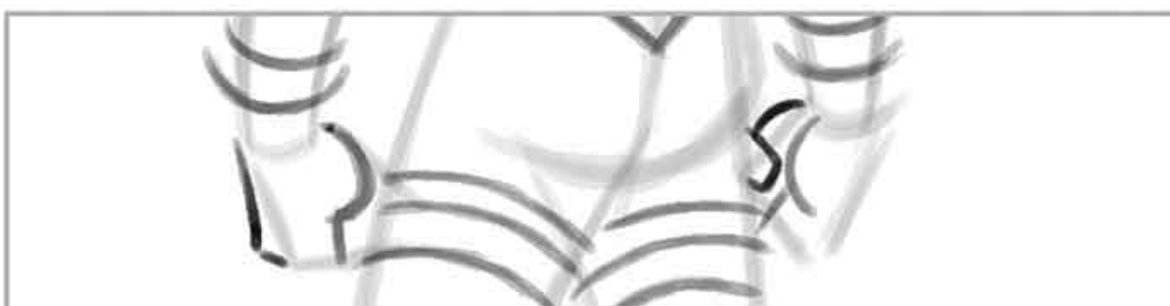
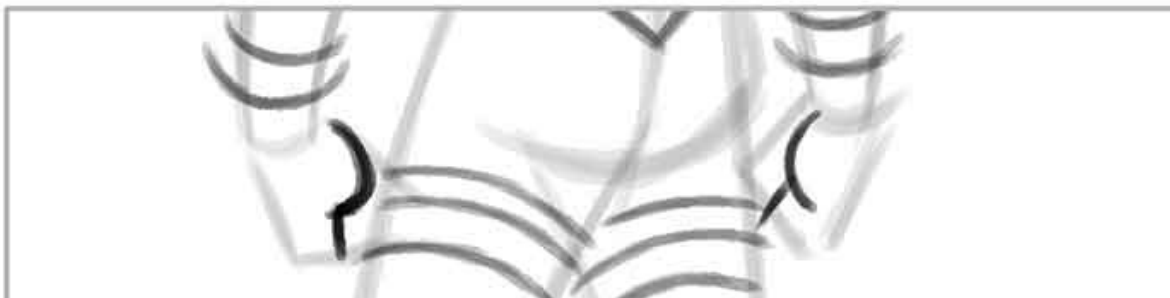
**21**

Next, constructs the initial shape of his pant and choker.



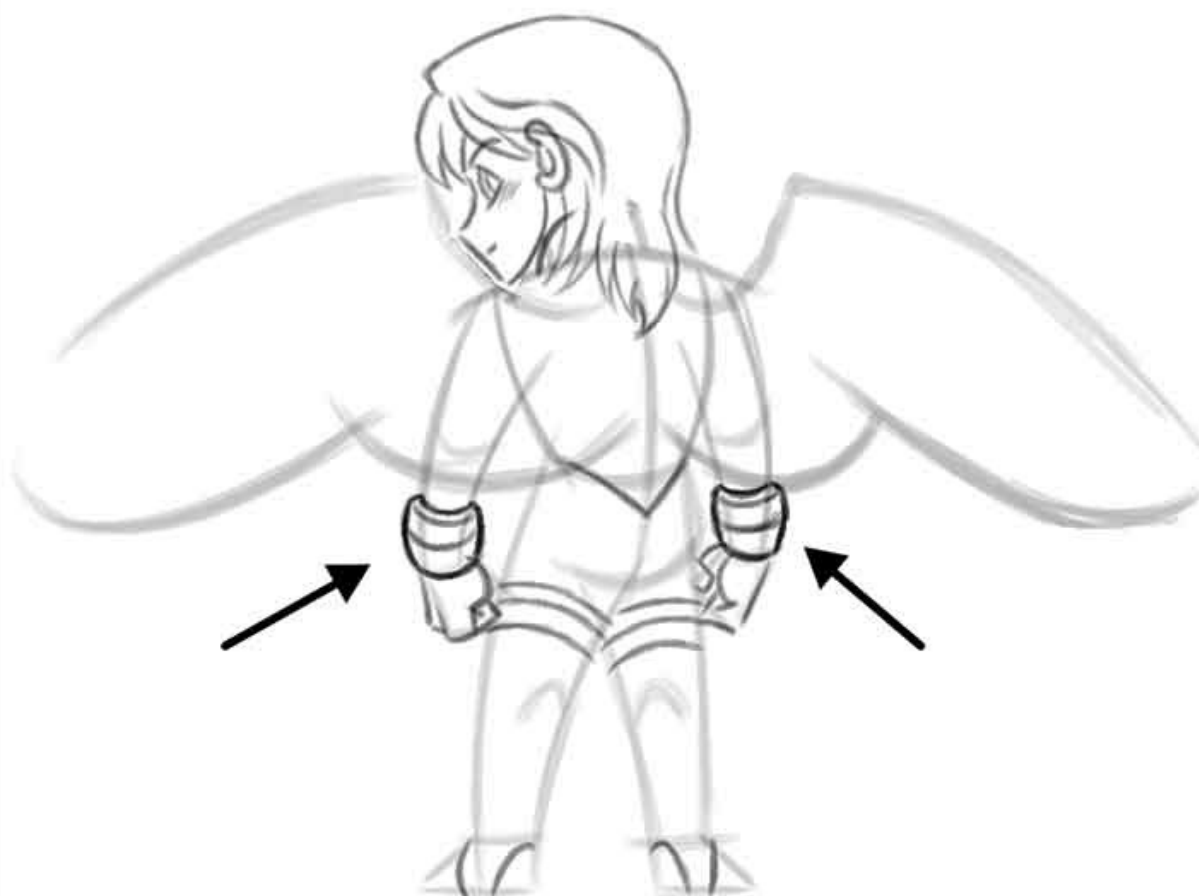
**22**

Steps for building the hands are as follows:



**23**

Now create the bracelets.



**24**

Next, we define the left hip, thigh, and lower leg's outer shape.



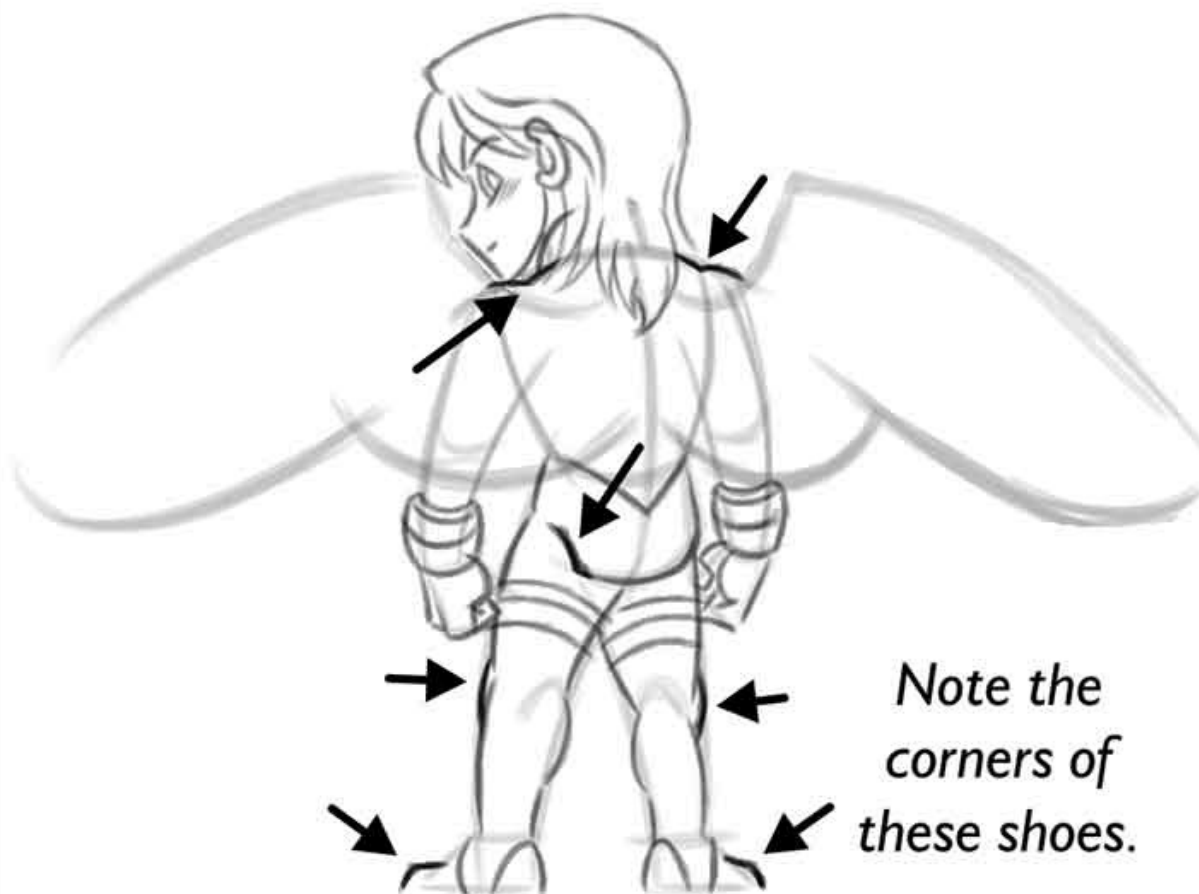
**25**

Build the right side and the glute section afterward.



**26**

Add some more details to the body.  
We'll do the wings next.



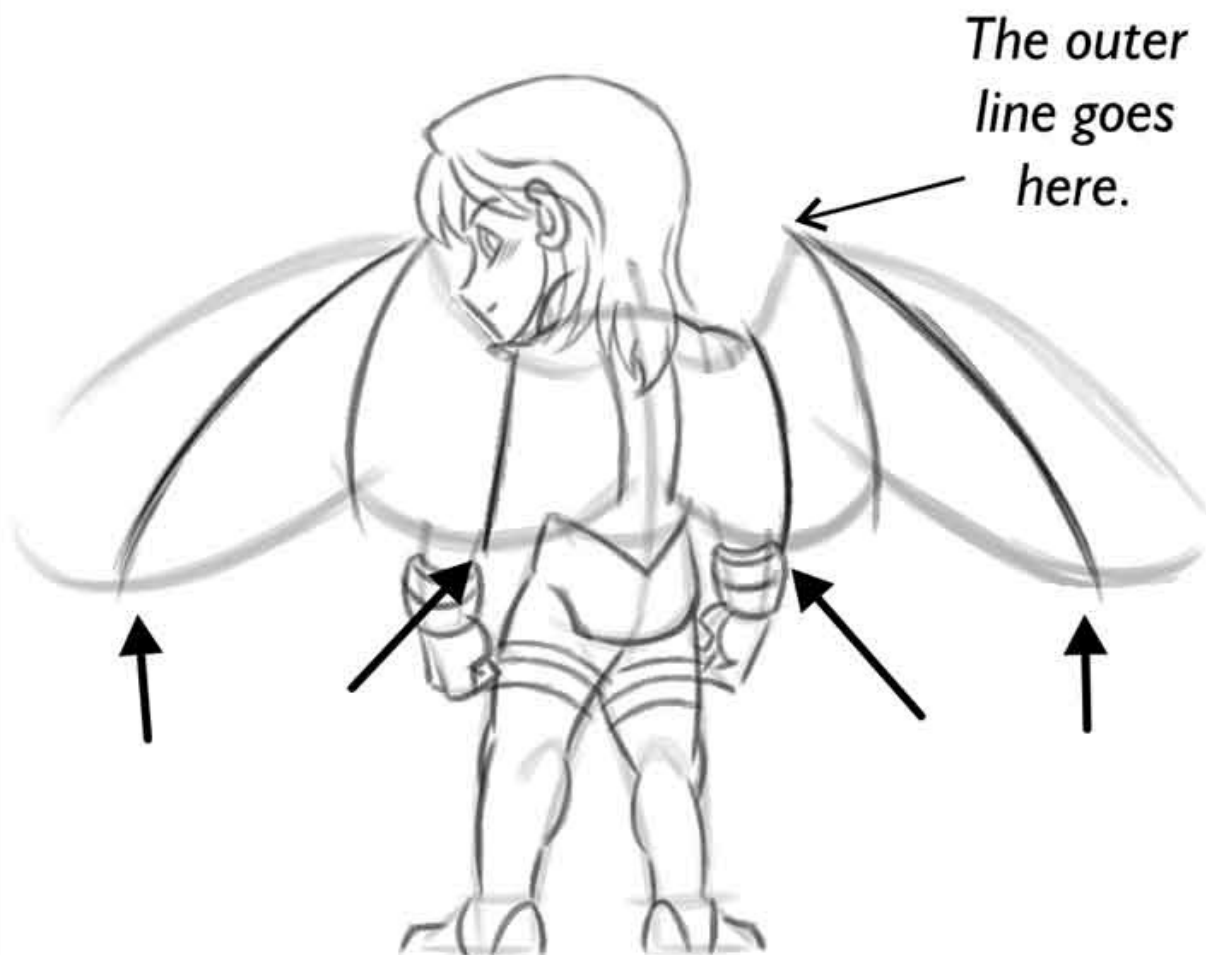
**27**

Go back to construction mode (draw using light lines). Then add these lines:



**28**

Divide those wings into sections  
with equal width.





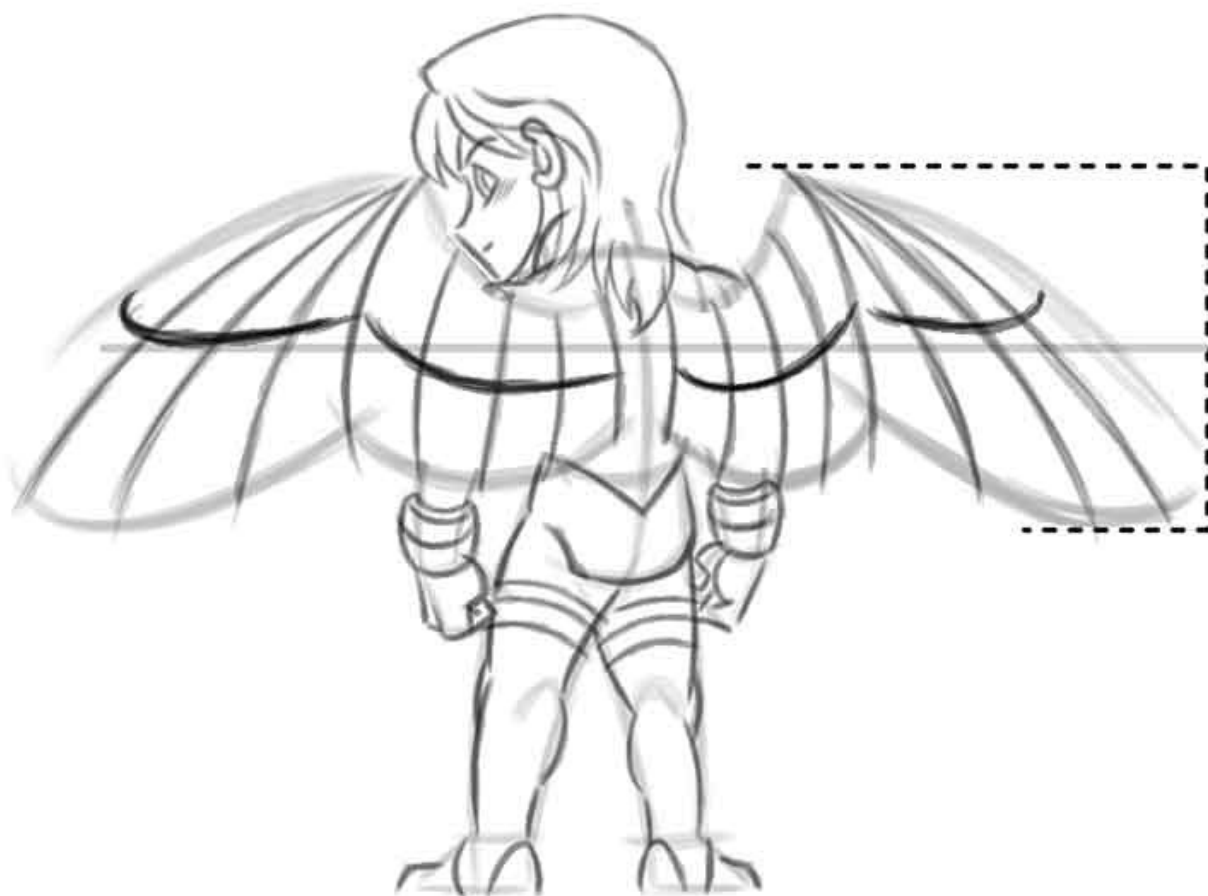
**29**

Multiply the amount of those lines.



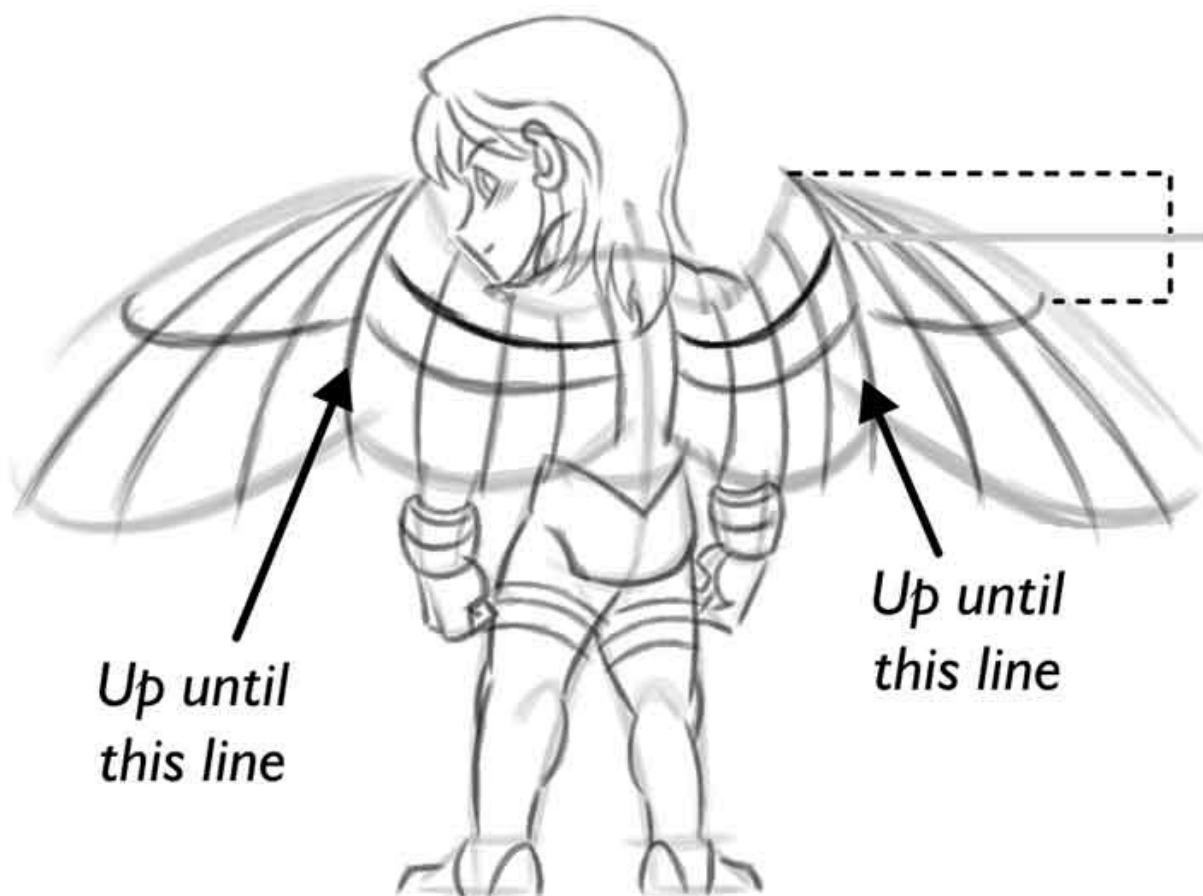
**30**

Draw another section for the wings by divide the height in half.



**31**

Add another division for the wings.



**32**

Draw more guide lines between  
each previous lines.



**33**

Use those lines to build the first layer.



**34**

And the second, using longer feather shapes.



**35**

Do the third layer next to finish building the wings' inner detail.



**36**

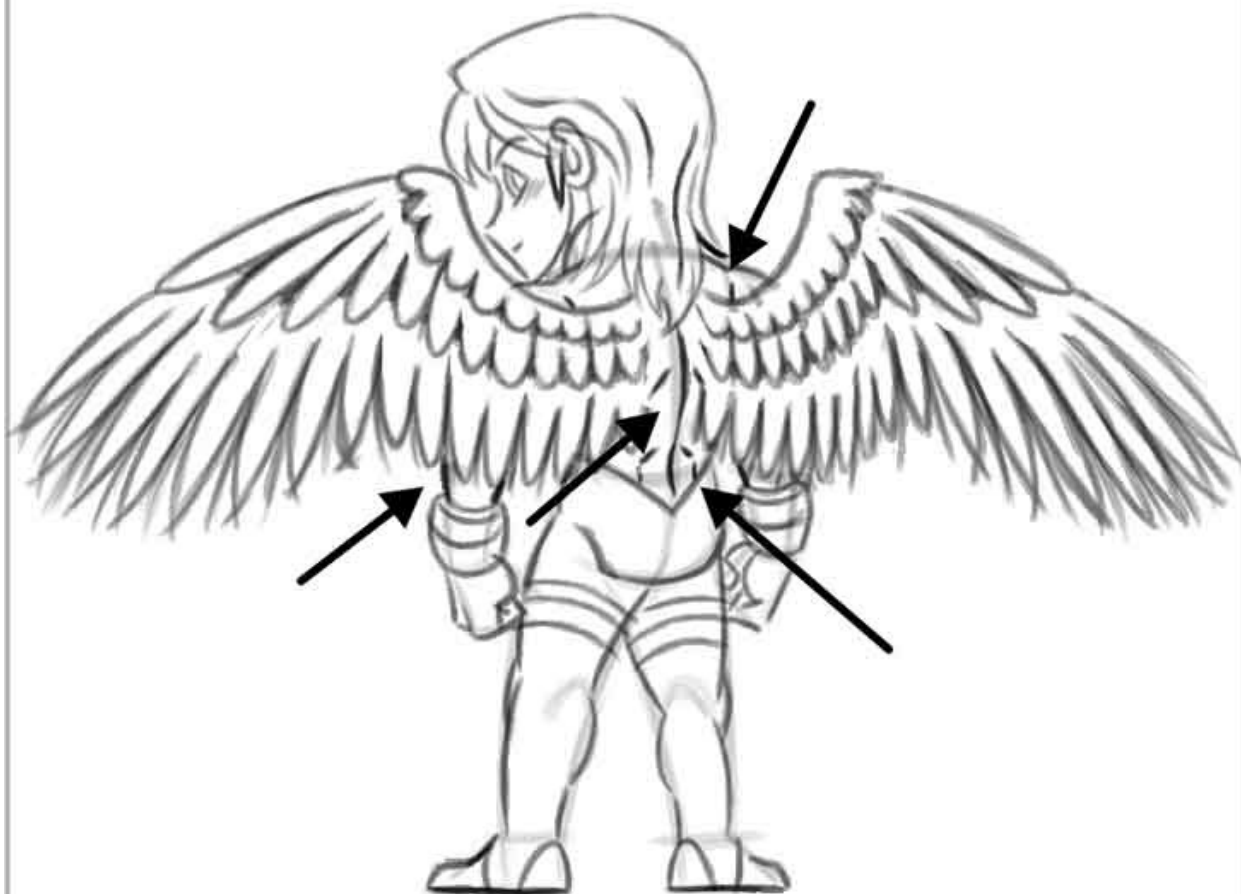
Trace the outer shape, add some corner shadows. The erase the unused lines.





**37**

Now we can finish the details on the parts that's being overlapped.



**38**

Add some ornaments on the pant  
to make it more interesting.



**39**

Emphasize those lines to make them  
looks more exciting.



**40**

**SHADING:** determine the darker areas about  $\frac{2}{3}$  from the objects' width; except on the hair and bracelets.



**41**

Darken those areas.



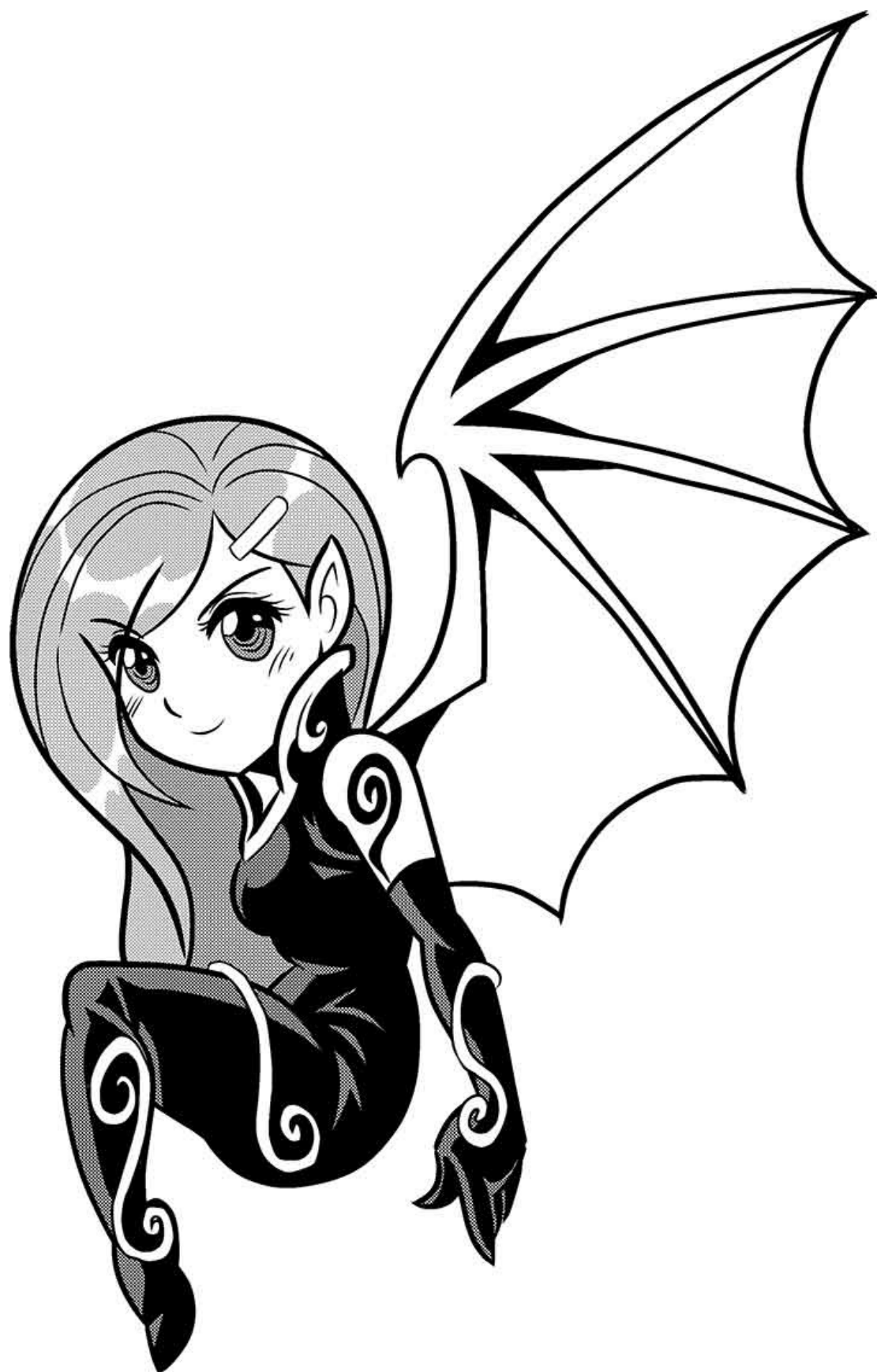
**42**

Develop the hair's highlight, erase the unused construction lines, and you're done!



**FINISH!**

# **COURSE #8: DRAGON LADY**





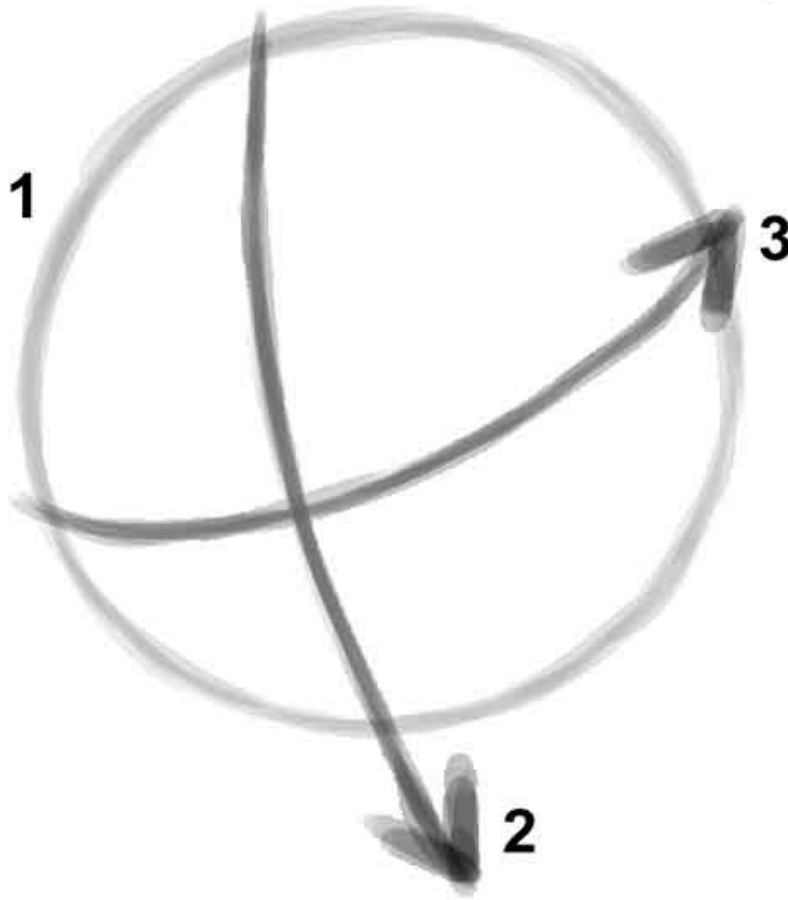
In this final exercise you will learn how to:

- Draw a chibi figure from side view.
- Draw a long, flowing hair.
- Draw bat wings.

**CONSTRUCTION: Use light lines.**

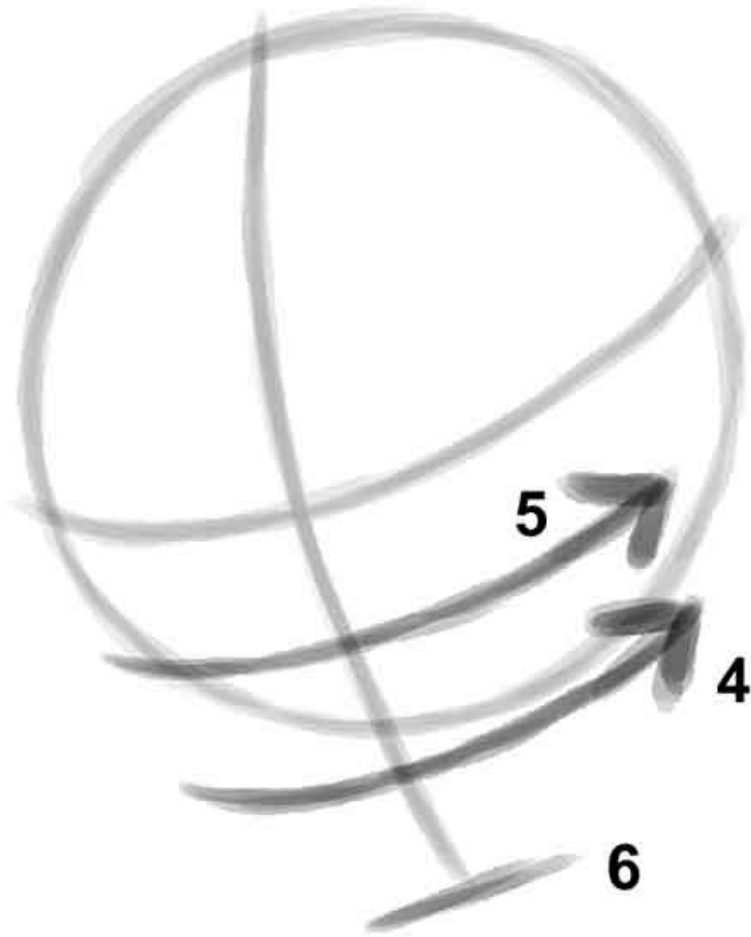
**1**

Start by drawing a circle for the head. It's viewed from 3/4 viewpoint.



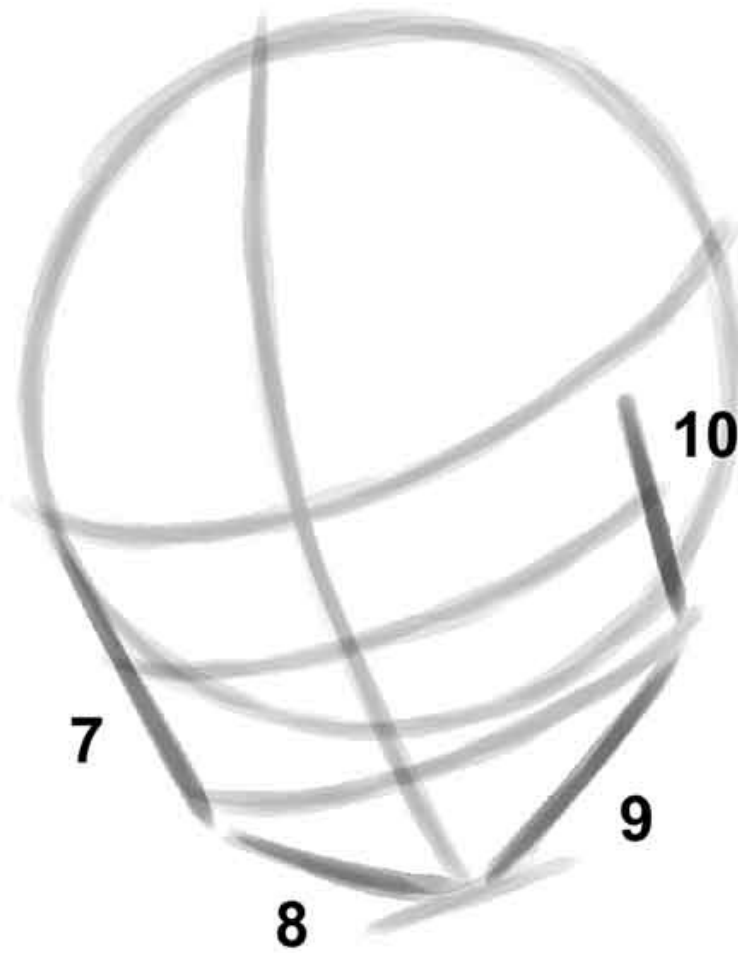
**2**

Divide the sections.



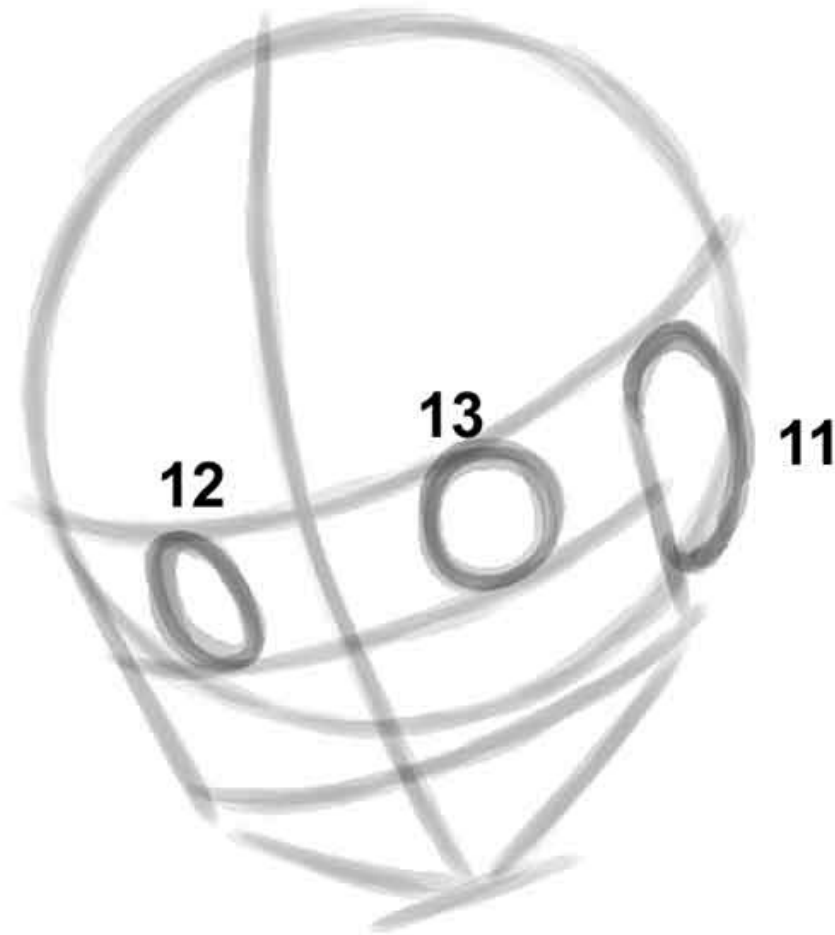
**3**

Construct the cheek, chin and jaw.



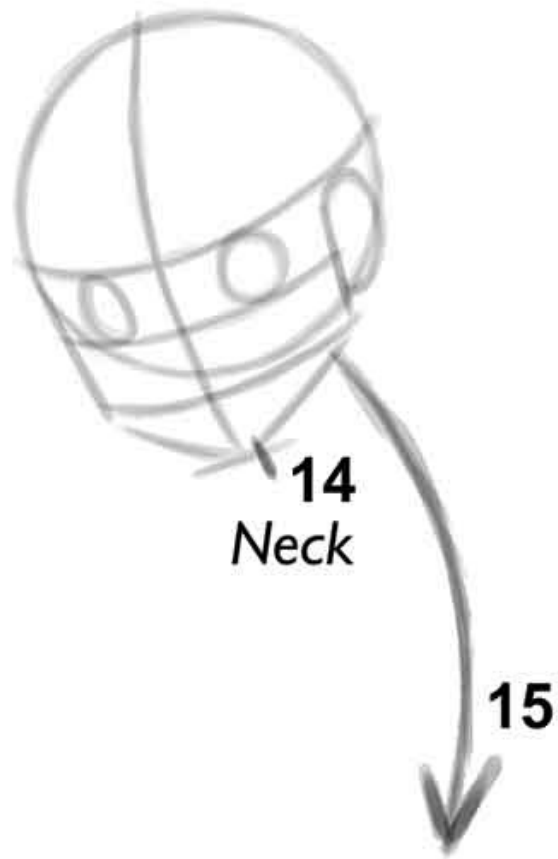
**4**

Attach the ear and draw the eyes.

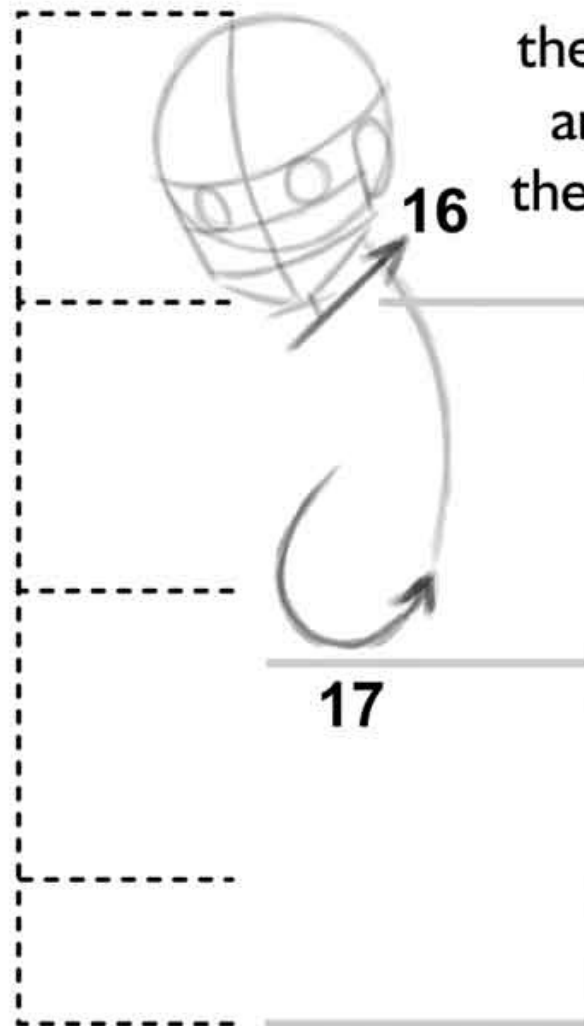


**5**

Draw the spine. Just draw until you feel like it have reached the top of the hip.



**6**

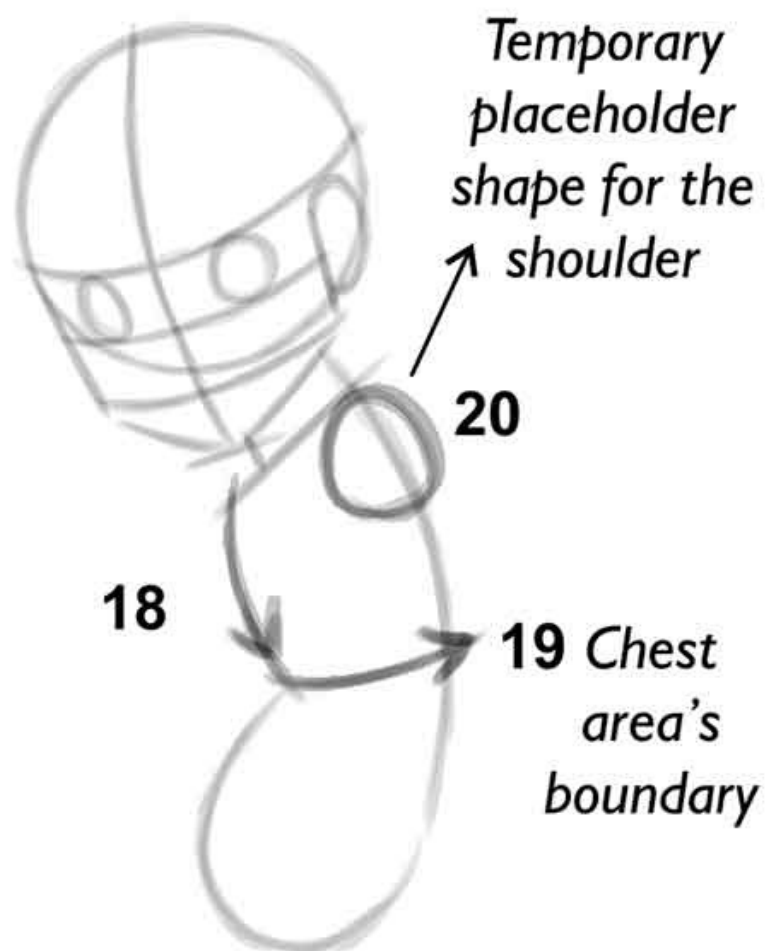


Now draw  
the collar bone  
and construct  
the hip section.

*Body  
height:  
2 1/2 heads  
from  
the chin.*

**7**

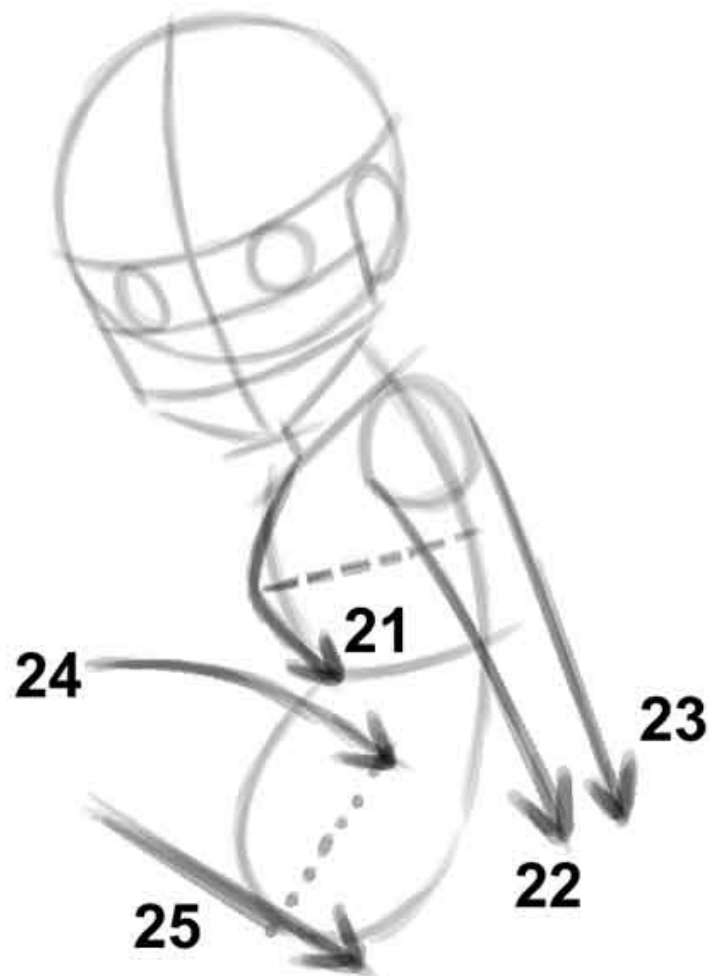
Define the shape.





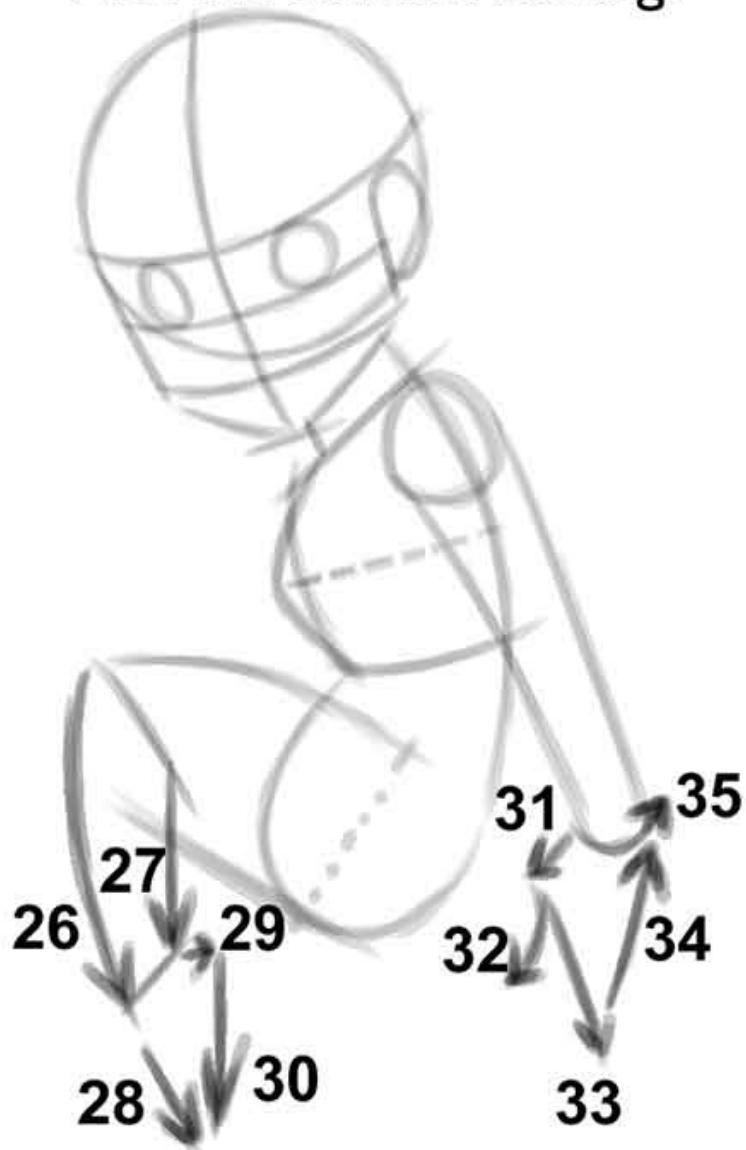
**8**

Continue shaping the body like shown.



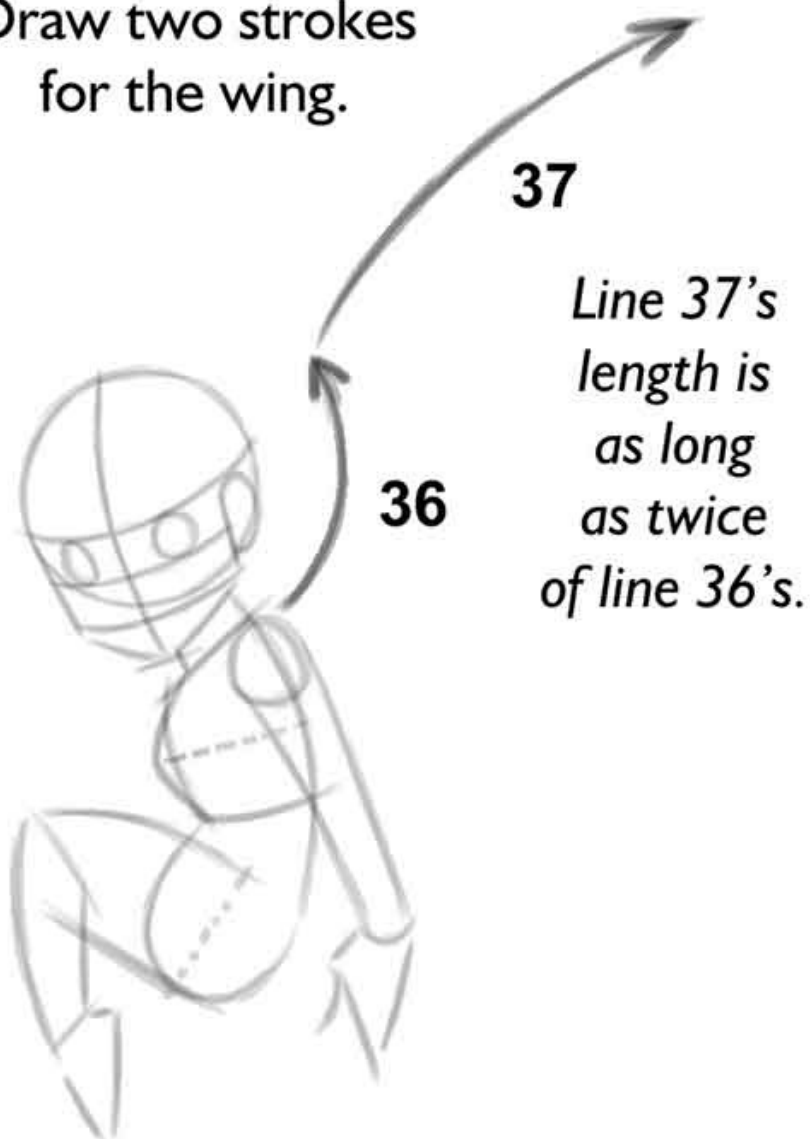
**9**

Add the left arm and leg.



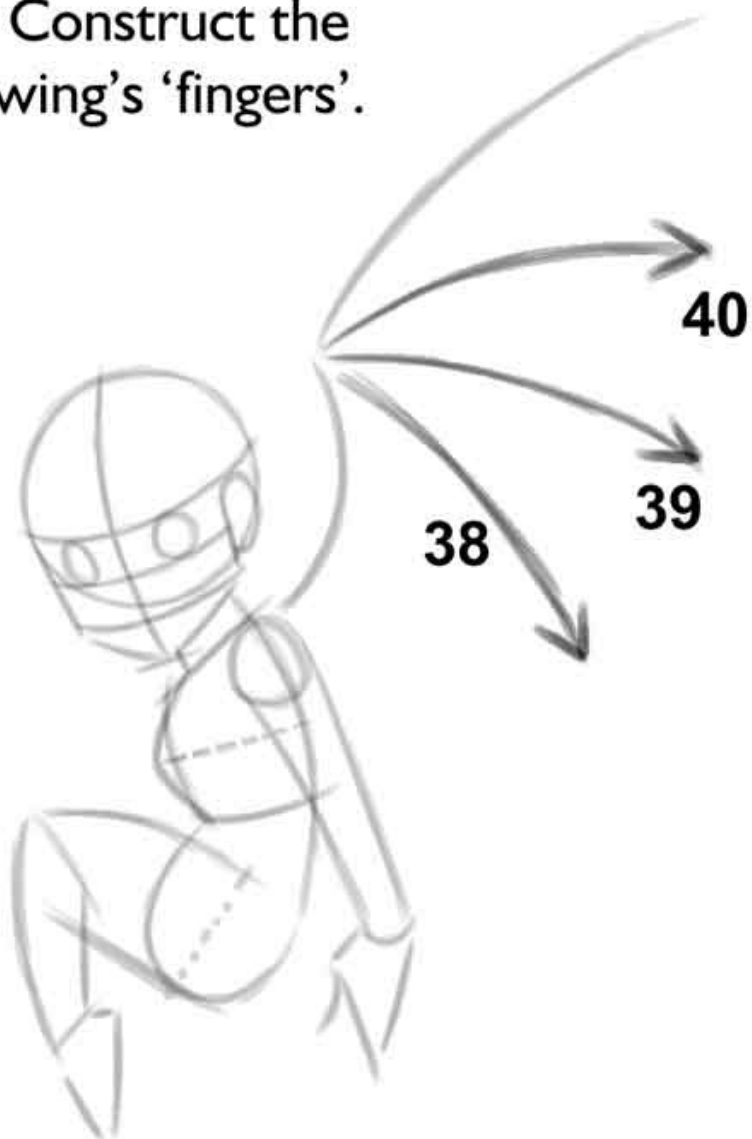
**10**

Draw two strokes  
for the wing.



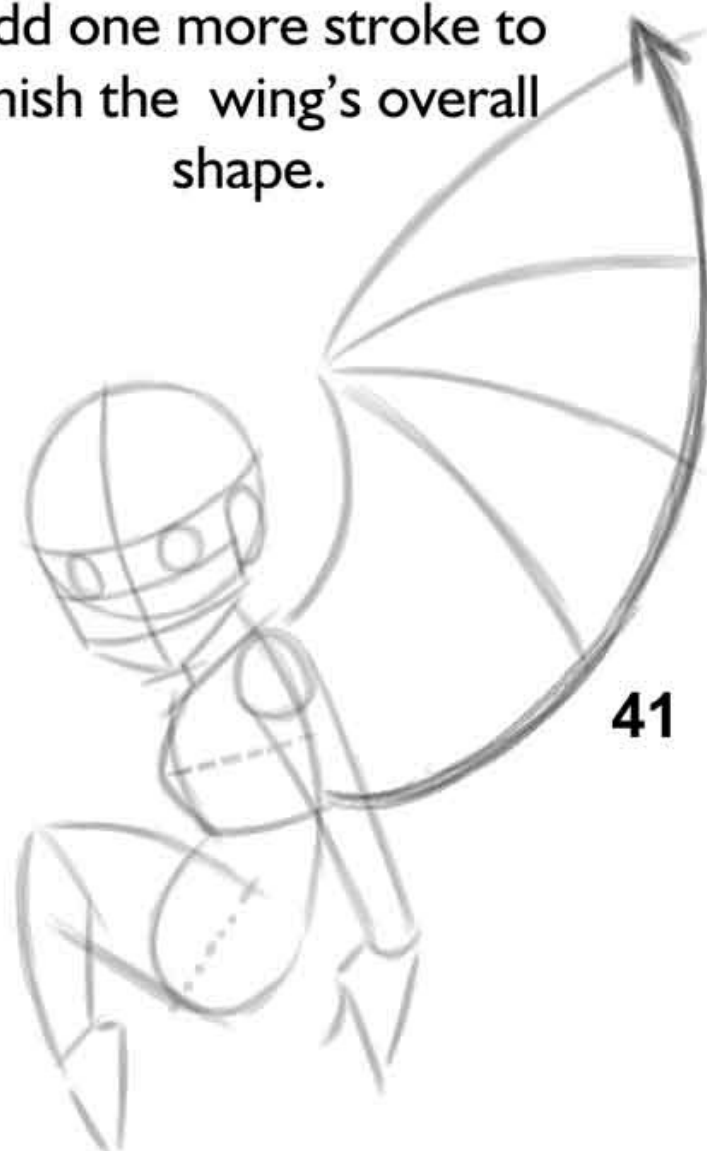
**11**

Construct the  
wing's 'fingers'.



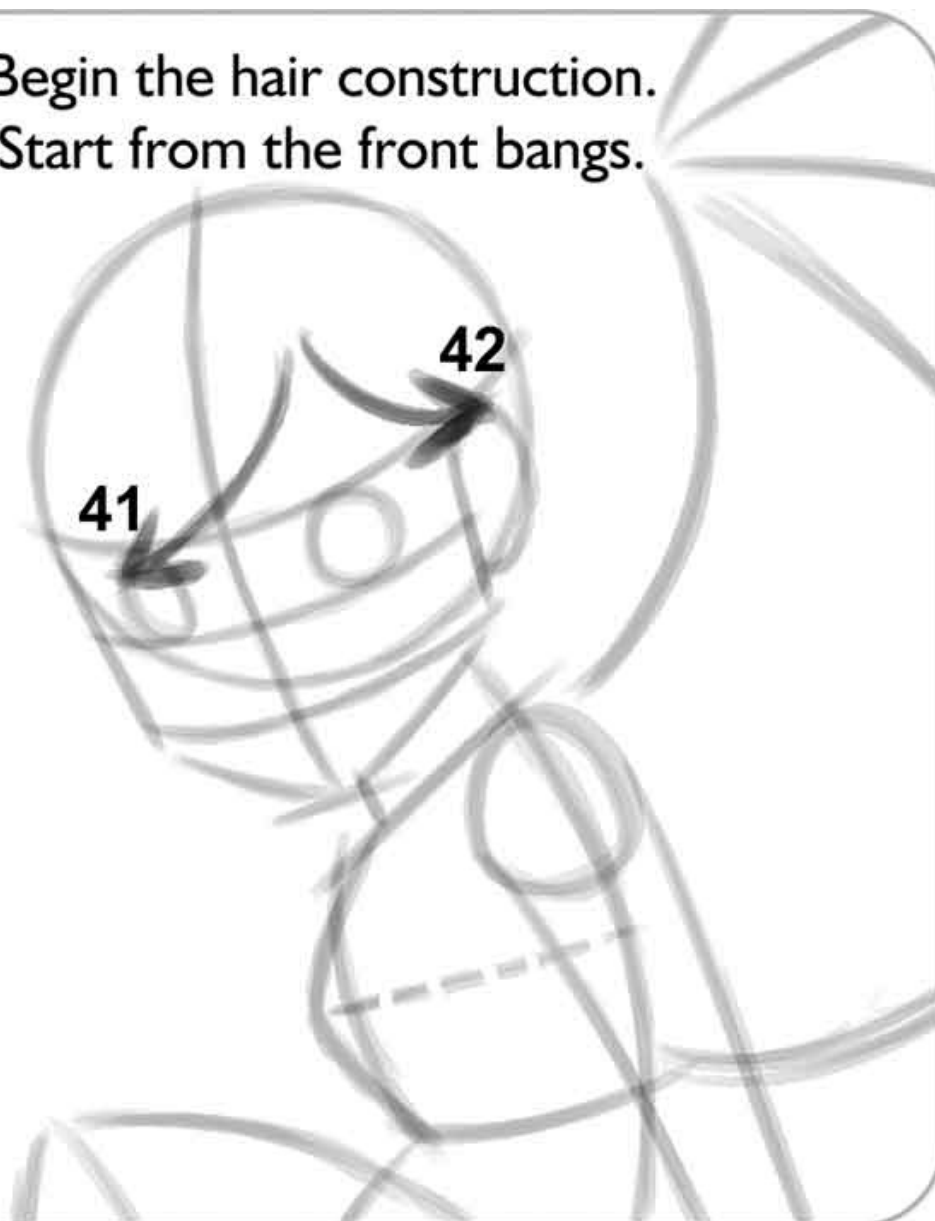
**12**

Add one more stroke to finish the wing's overall shape.



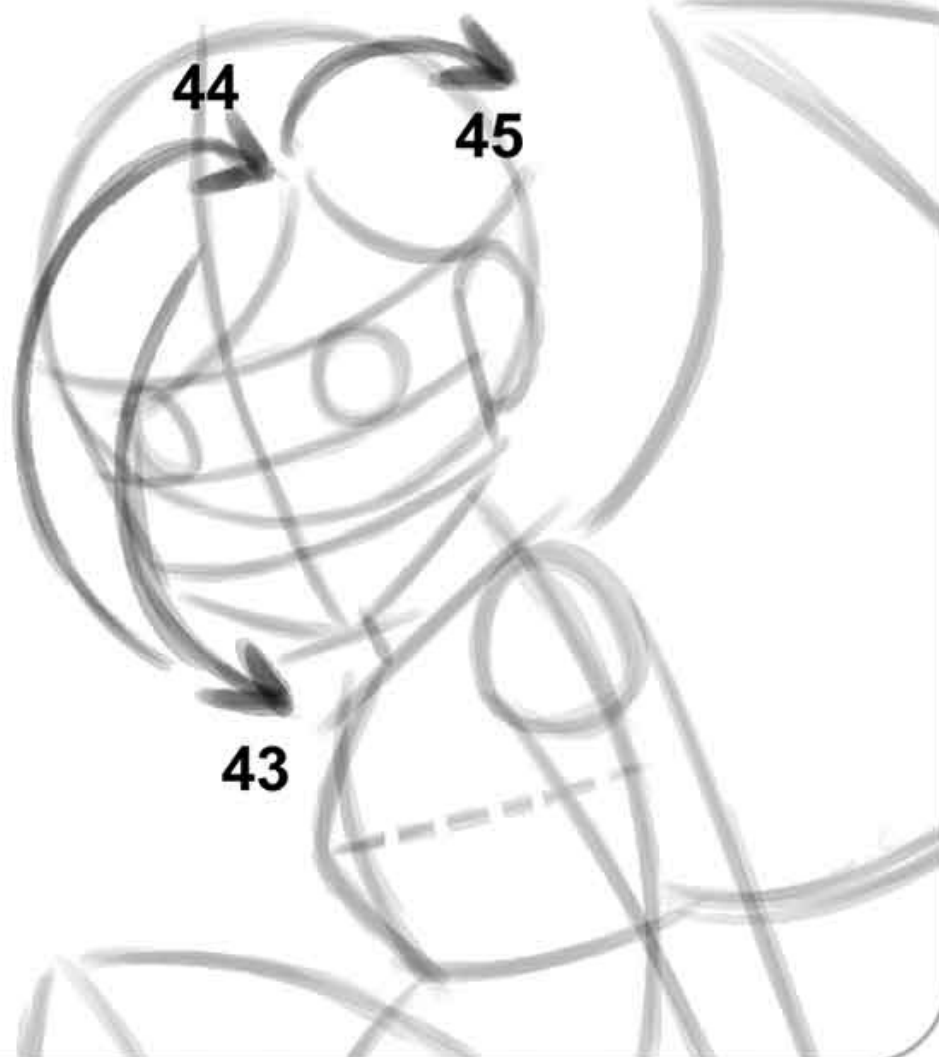
**13**

Begin the hair construction.  
Start from the front bangs.



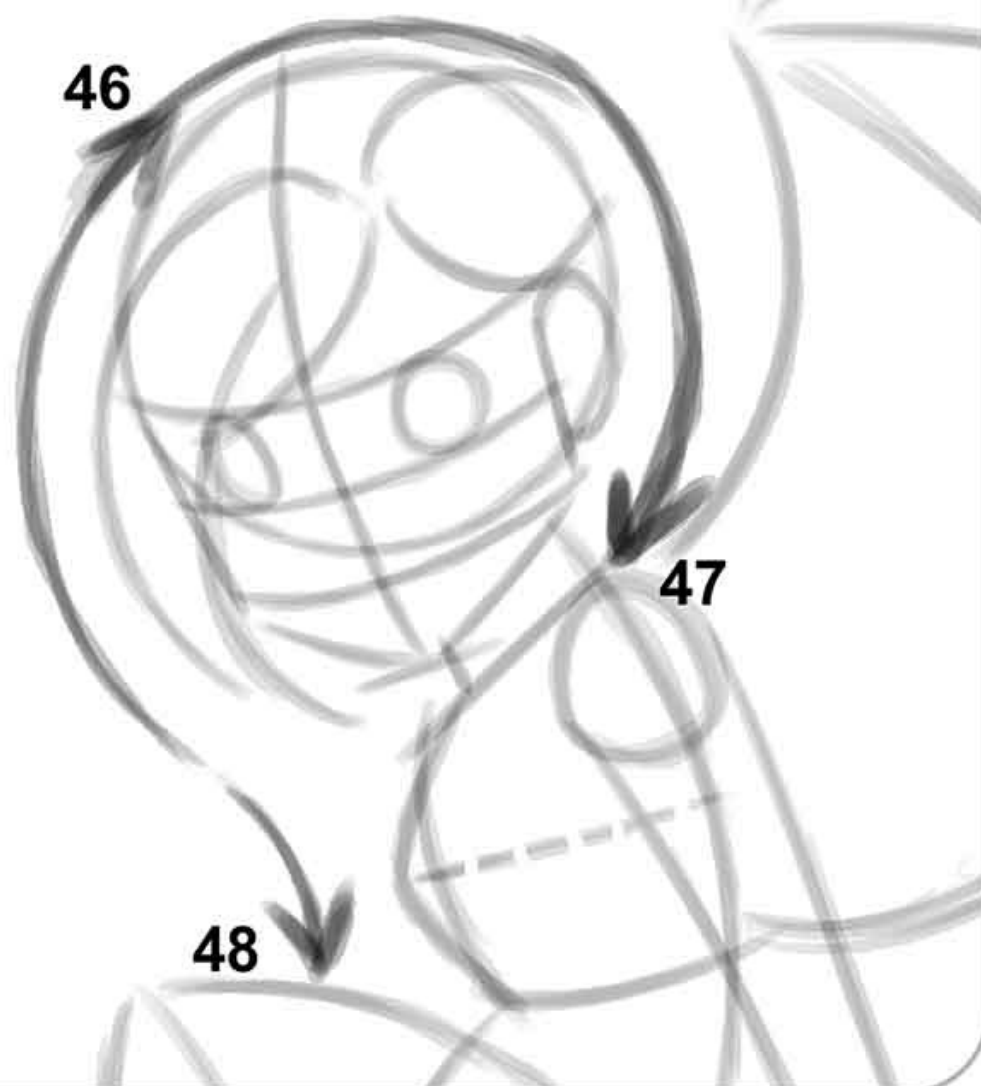
**14**

Notice the curves' direction.



**15**

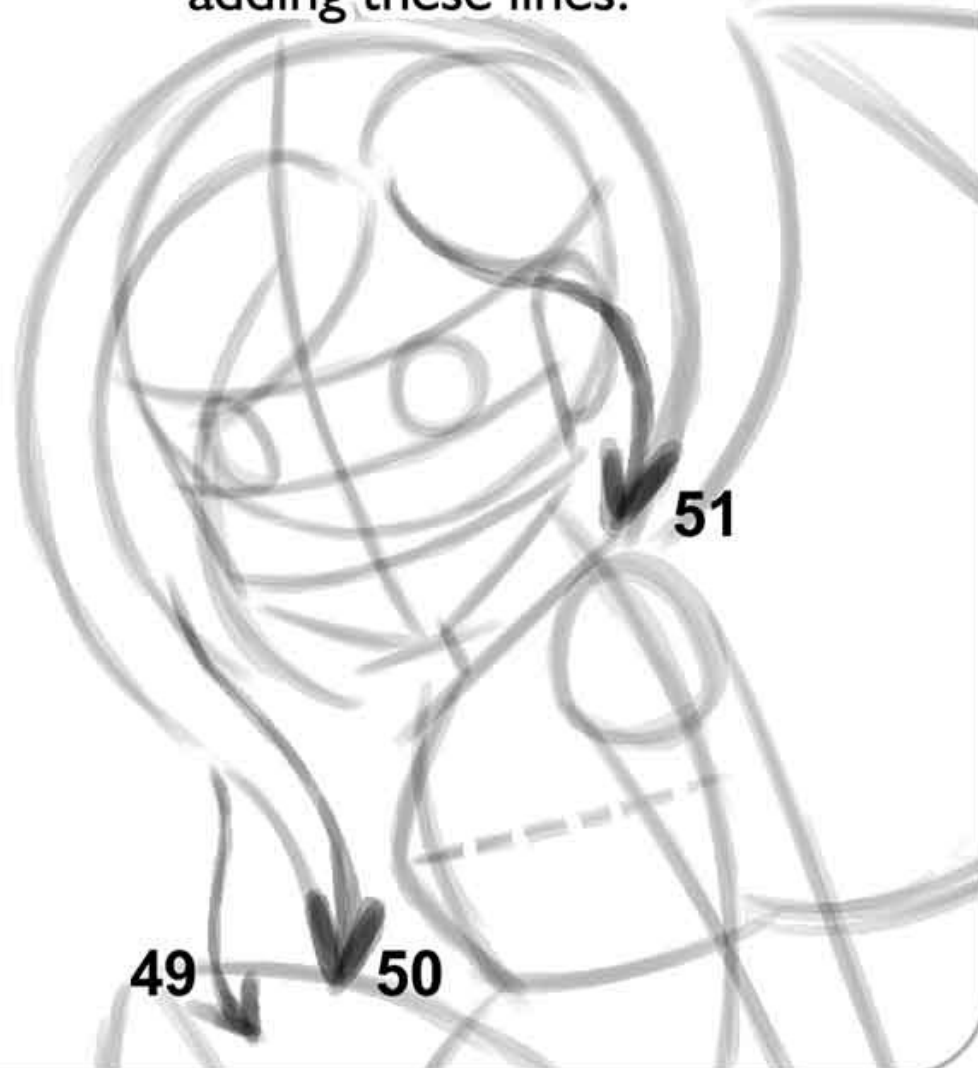
Define the outer shape.





**16**

Finish the construction phase by  
adding these lines:



**BUILDING THE FINAL SHAPE: Use strong lines.**



**18**

Draw the mouth and nose.



**19**

Draw the eyelids, then add strands to the eyelashes.



**20**

Develop her pupils.



**21**

Define the cheek, chin and jaw.  
Make her ear pointed.



**22**

Trace the hair. Add a hairclip.



23



Draw the strands.



**24**

Continue  
building  
the hair.

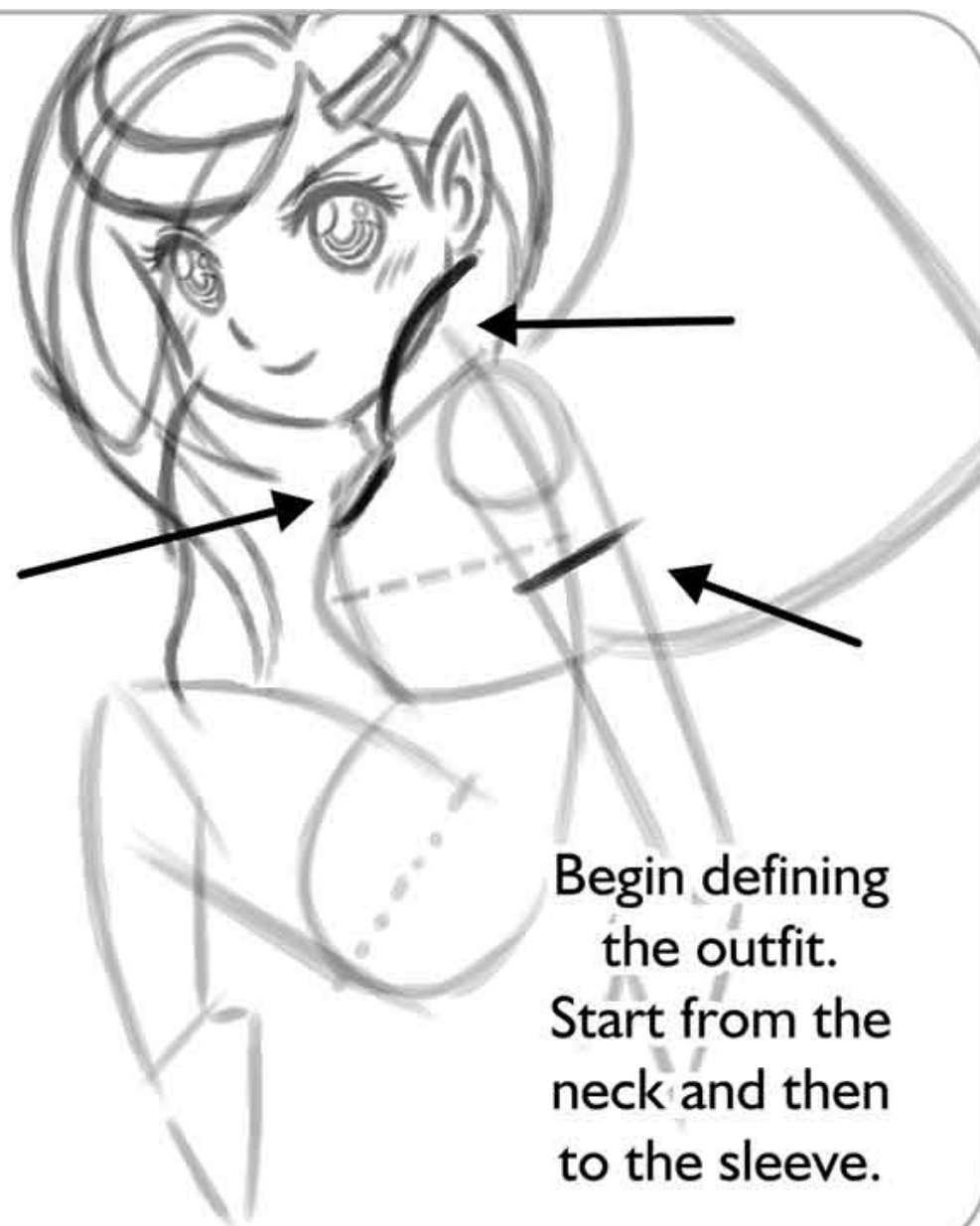


**25**

Establish  
temporary  
lines for the  
highlighted  
area.



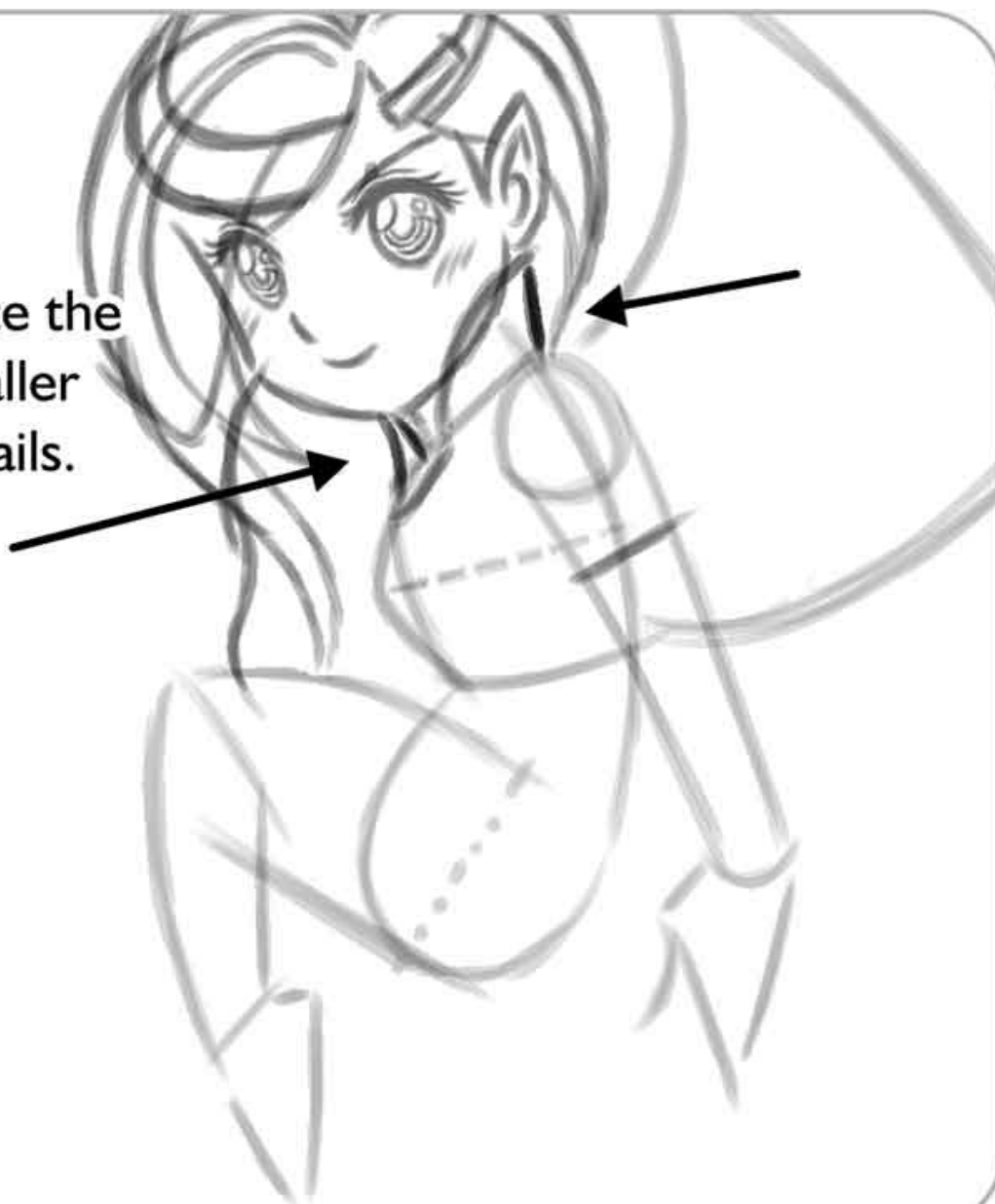
**26**



Begin defining  
the outfit.  
Start from the  
neck and then  
to the sleeve.

**27**

Notice the  
smaller  
details.

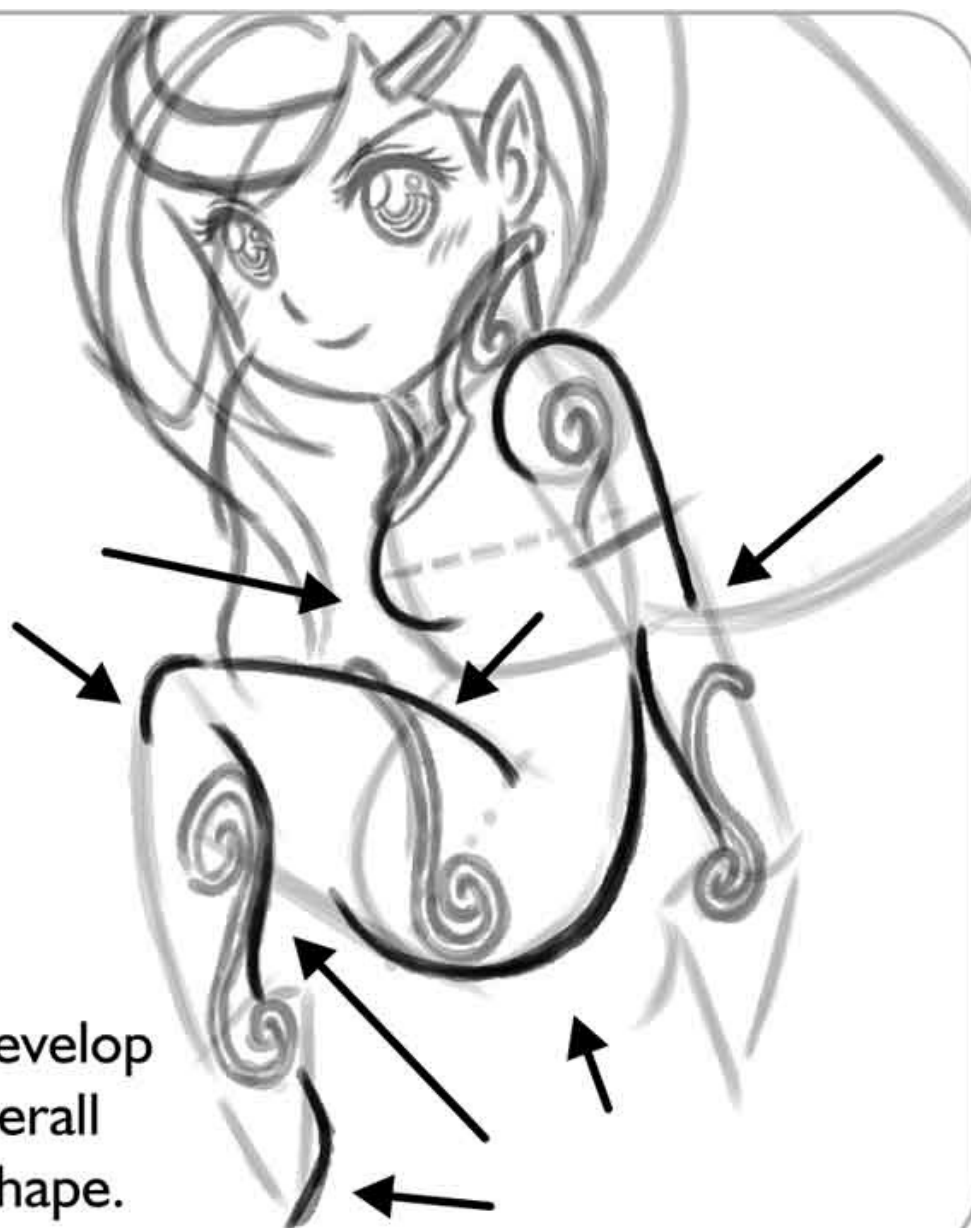


28



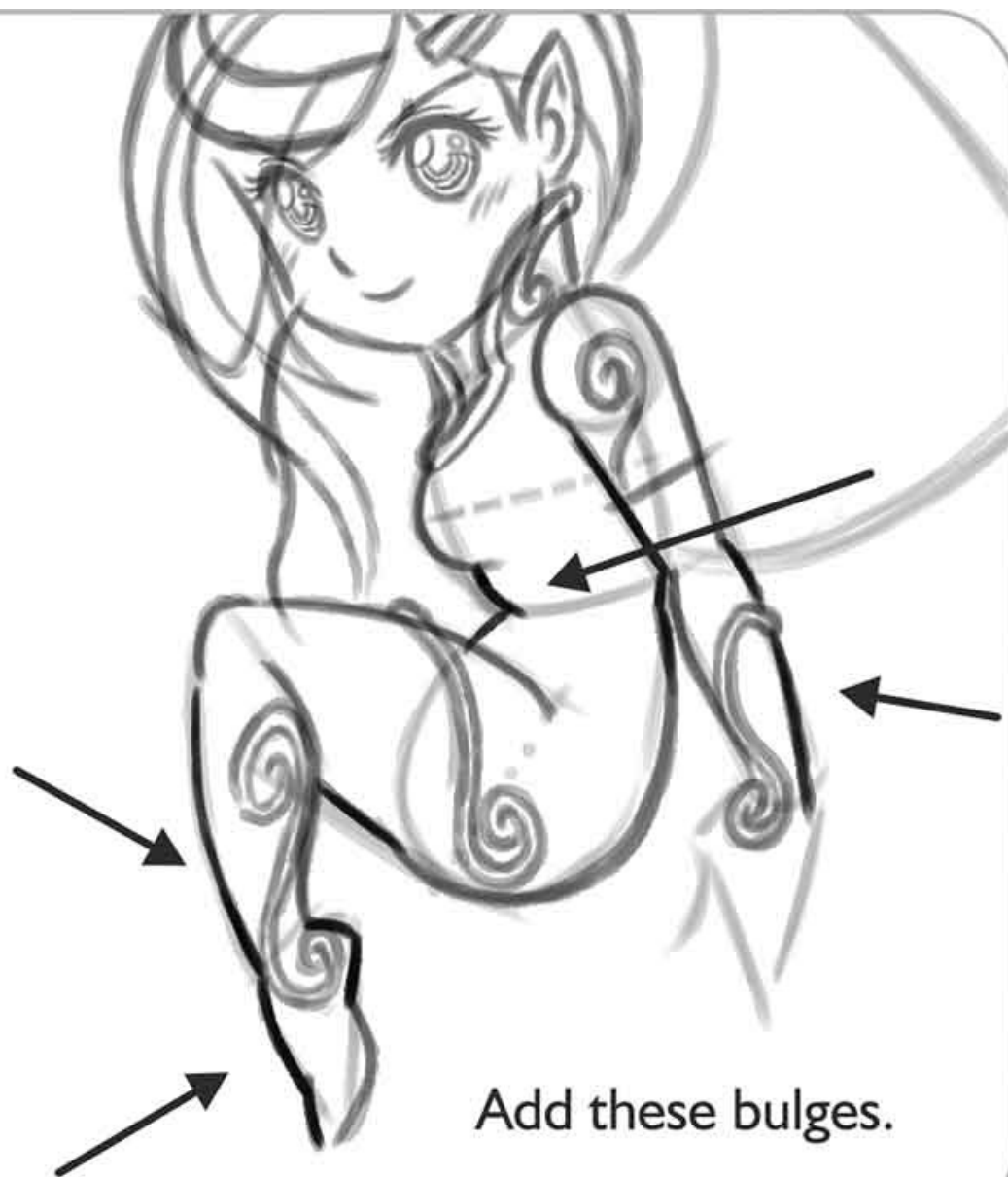
Build the  
ornamental  
engravings...

29



...then develop  
the overall  
figure shape.

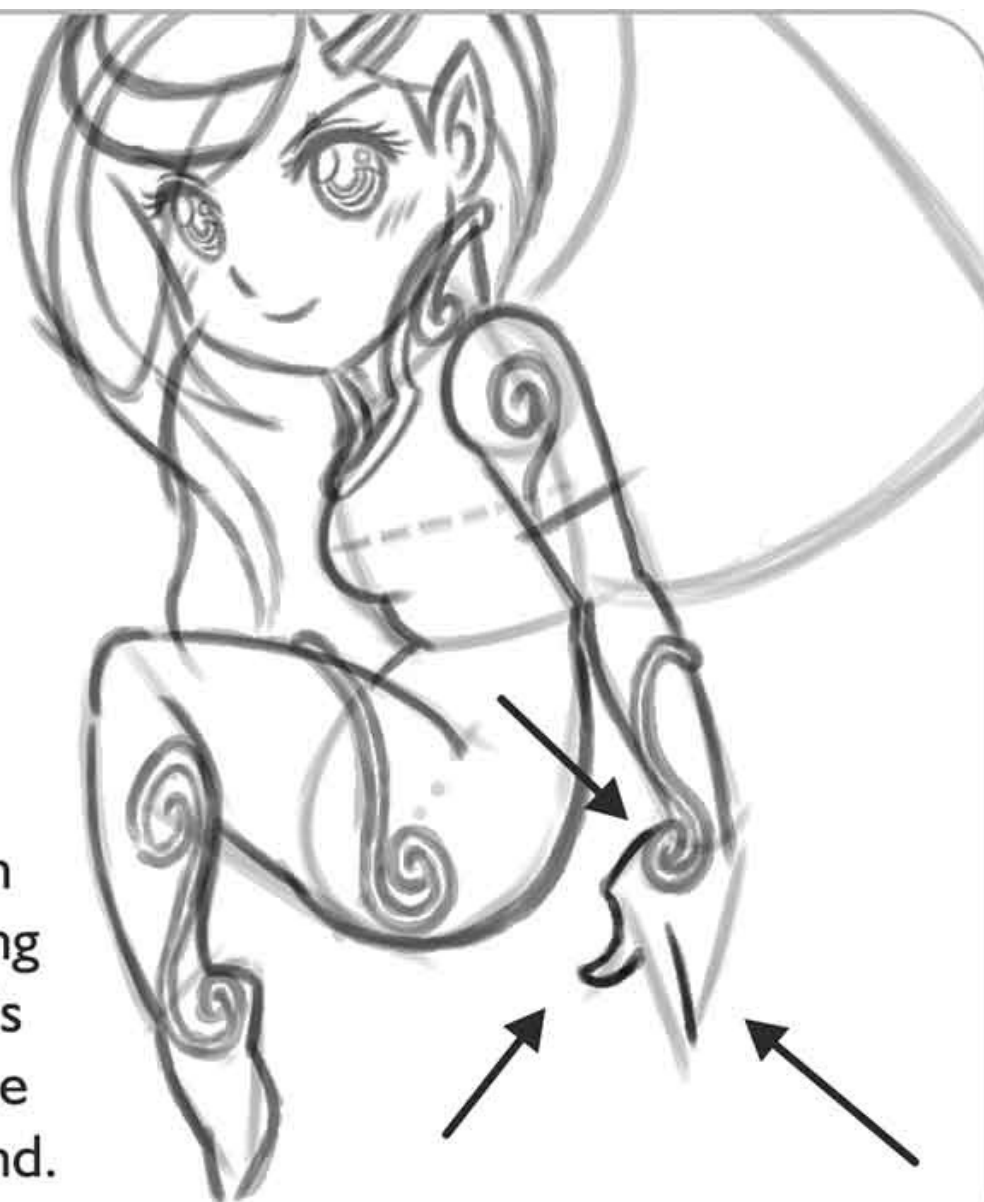
30



Add these bulges.

**31**

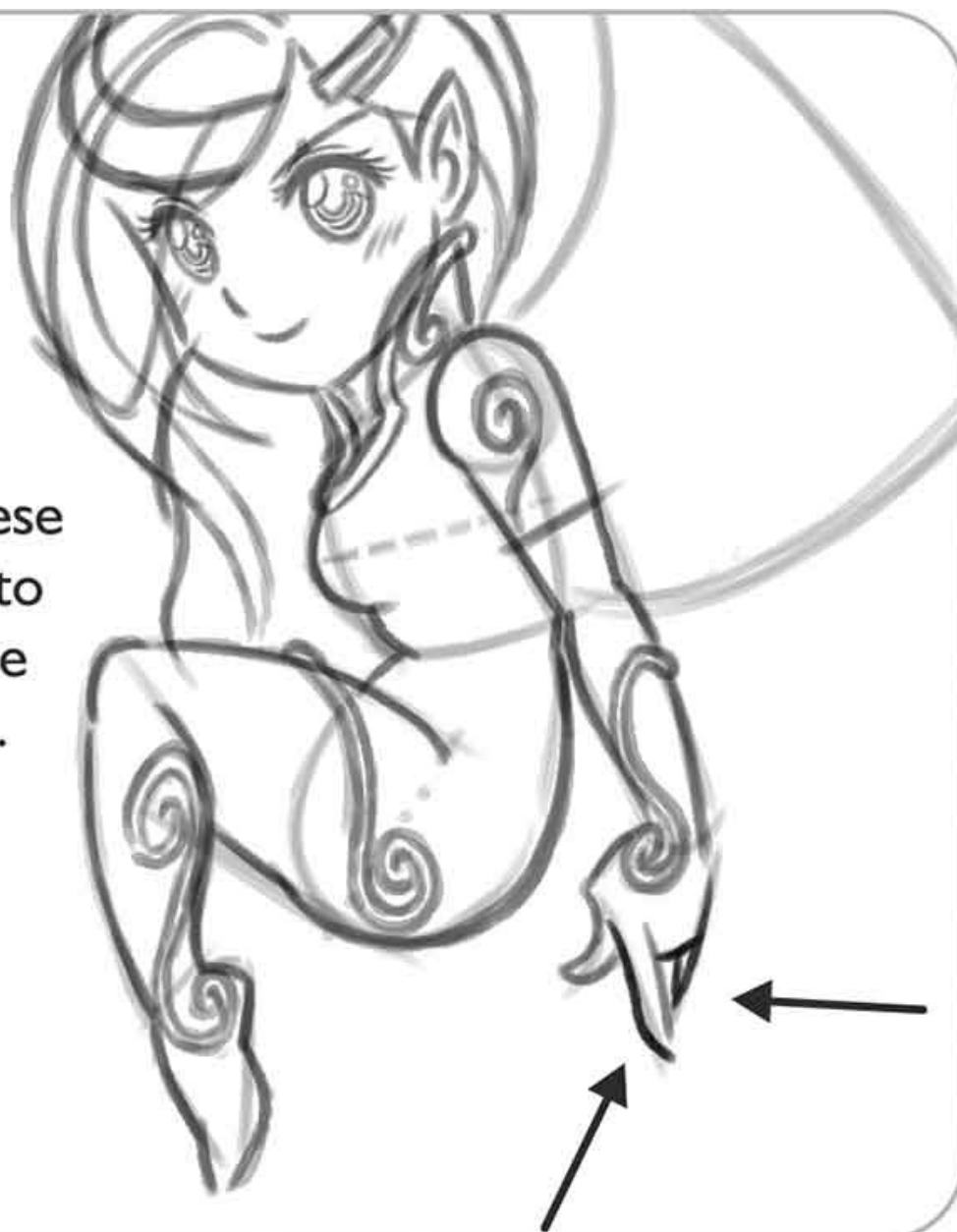
Begin  
building  
details  
for the  
left hand.





**32**

Draw these  
strokes to  
build the  
fingers.



**33**

Clean the  
lines, then  
add the  
clothing's  
creases.



**34**

**SHADING:**

Prepare  
the dark  
areas.

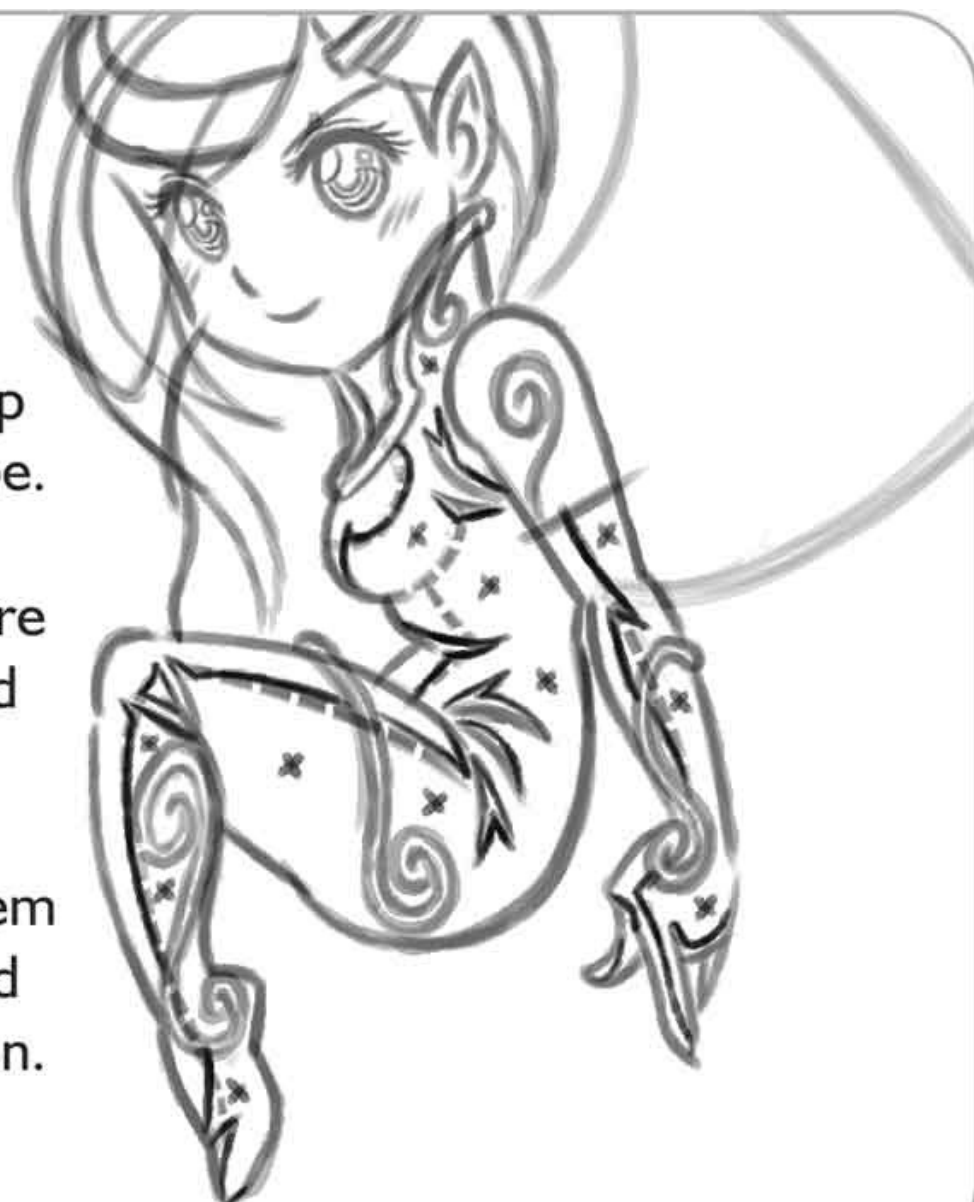


**35**

Develop  
the shape.

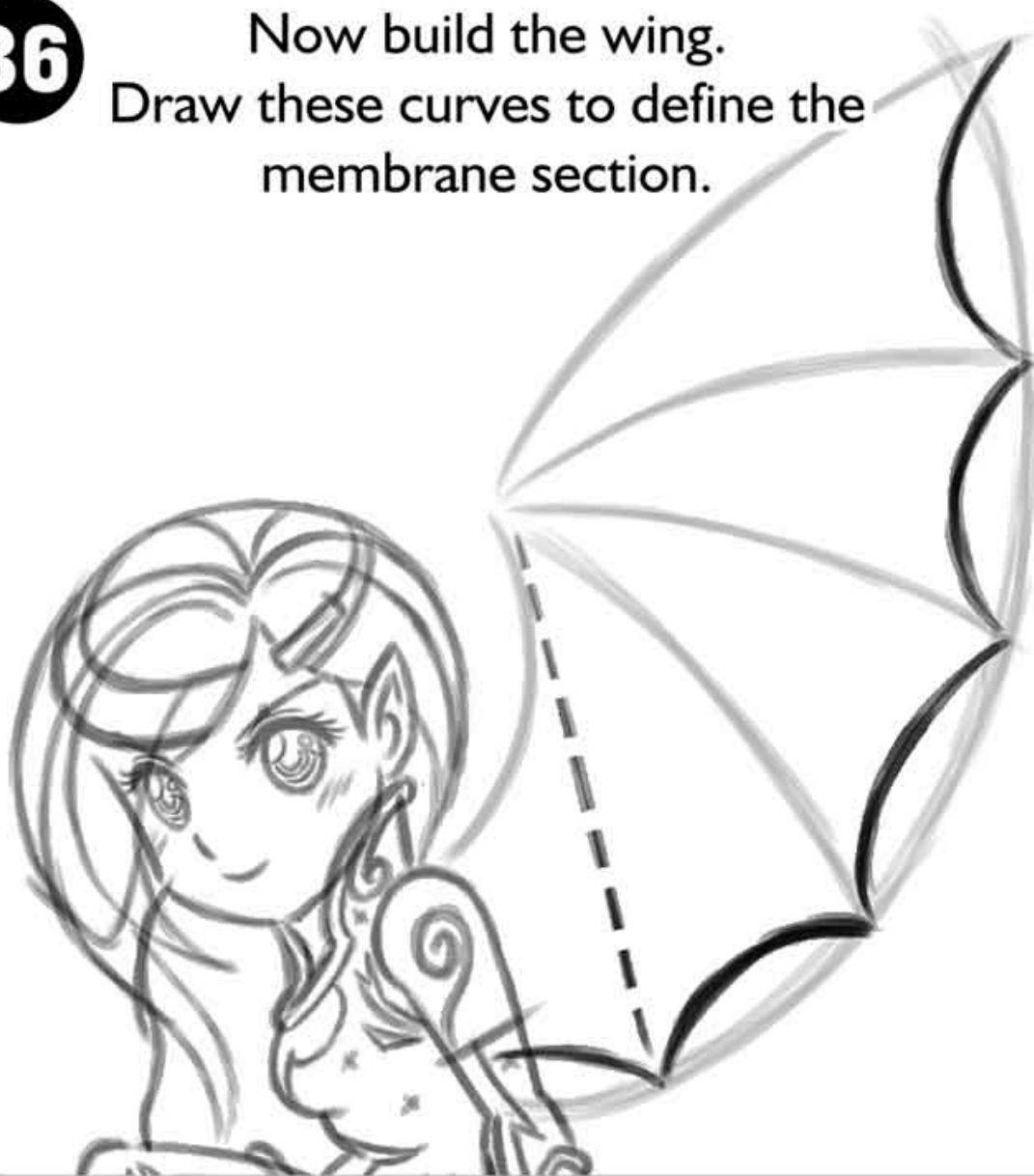
Add more  
detailed  
areas.

Mark them  
to avoid  
confusion.



**36**

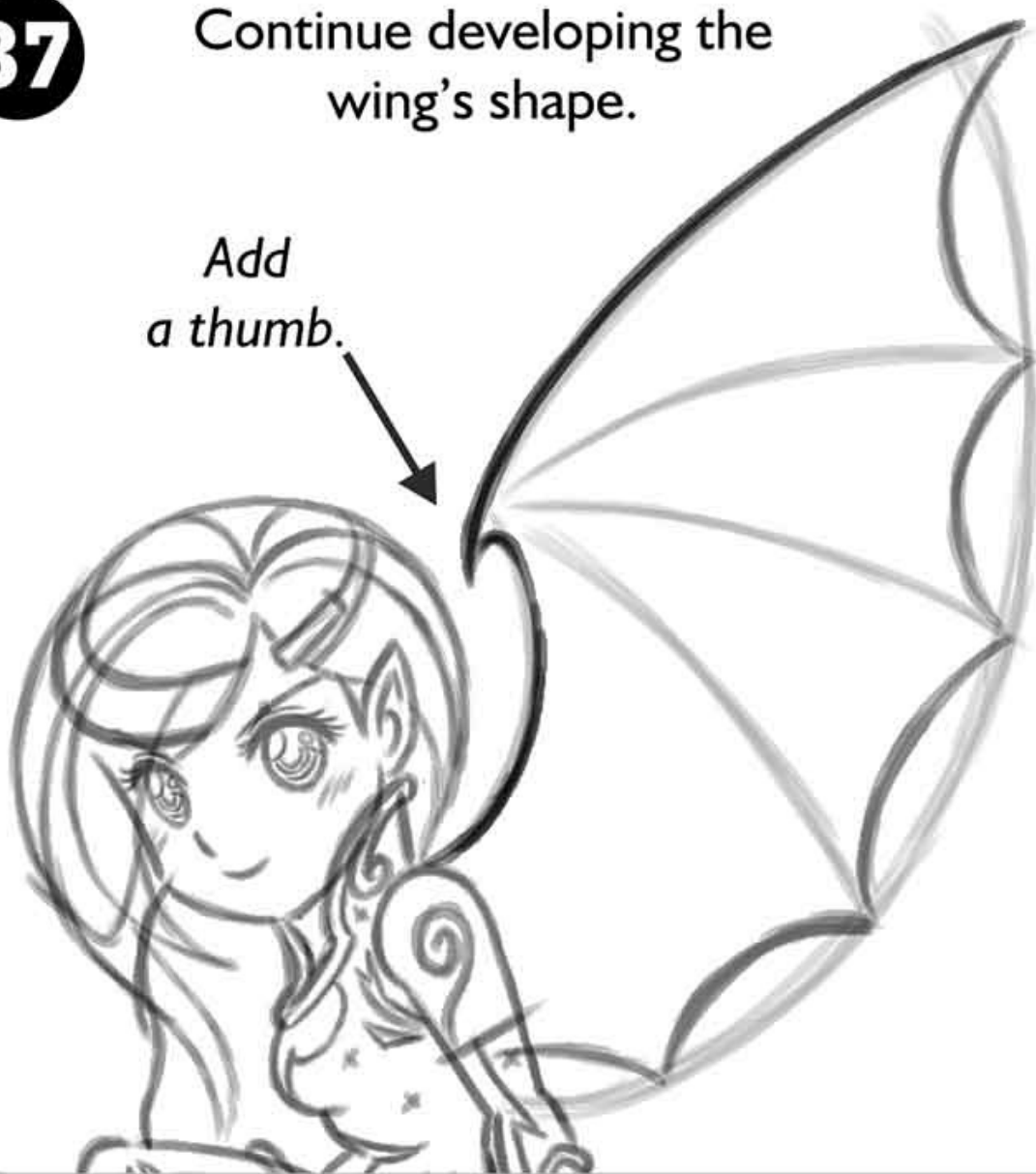
Now build the wing.  
Draw these curves to define the  
membrane section.



**37**

Continue developing the  
wing's shape.

*Add  
a thumb.*



**38**

Define the wing's elbow and  
finger sections.



**39**

Add the corner shadows.





**40**

Redraw the hair's highlighted area. Darken the hair's inner section with hatches.



**41**

Clean the lines, darken  
the shadow areas.



**FINISH!**

# RECYCLING

## **ALL OF THESE EXERCISES DOES NOT STOP HERE**

Below are the slightly altered construction drawings where their gender is reversed. You could use them for practice, or as a groundwork to develop your own characters. Refer back to the steps in this book when you need some visual guidance.



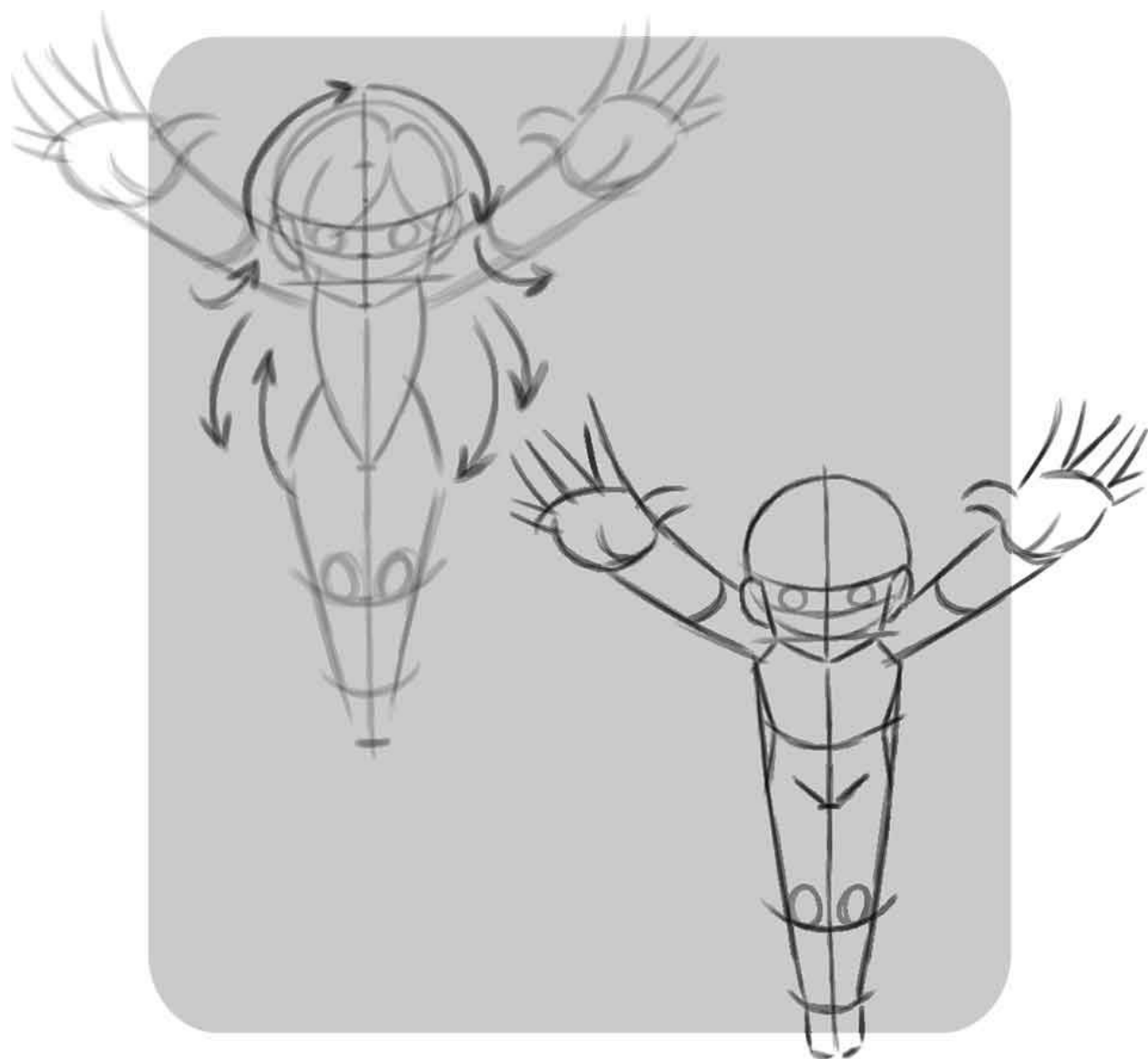


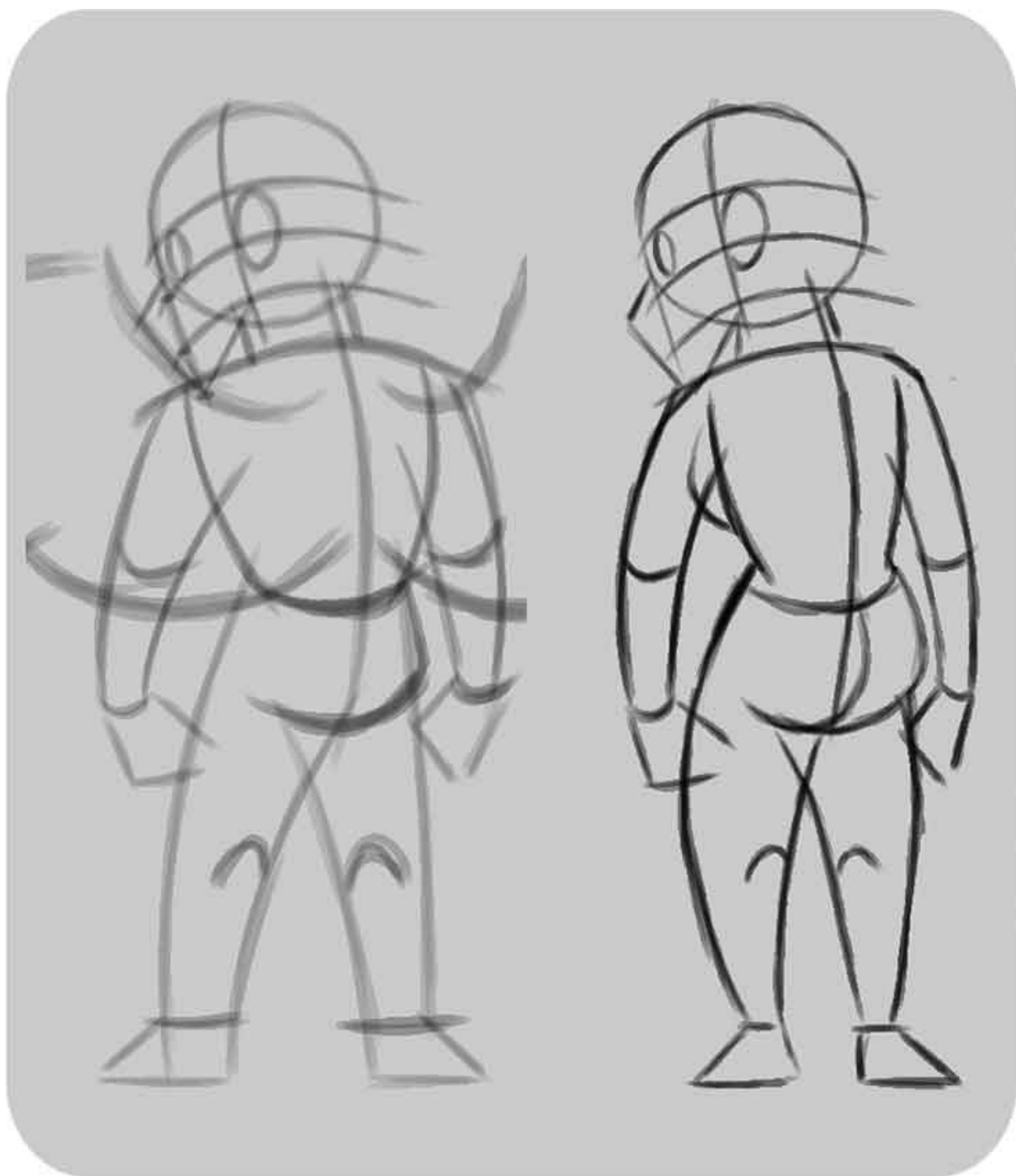














# **I BELIEVE YOU'RE HAVING FUN DRAWING!**

By doing these exercises you have learned a lot about drawing. Remember that practices makes perfect. Pick up the next volume for more advanced course. See you later!

どうもありがとうございます

**THANK YOU**  
**VERY MUCH**

for purchasing this ebook.

# About the Author

Born in 1975, Tatsu Maki is the pen name of Tan Tjia Lung, a self-taught illustrator and graphic designer from Bandung, Indonesia.

He used to work as an illustrator / art director in several publishing companies since the early nineties, then goes independent after authoring several books about drawing and illustrations.

You could contact him personally at [tantjialung@gmail.com](mailto:tantjialung@gmail.com).